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SPECIAL SHOSHINKAI REPORTS

6 Page PREVIEW

MARIO KART™ 64

Cruis'n® USA

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56 NP has your roadmap for success! Courses, cars and codes, they're all there in this month's six-page Cruis'n coverage.

Happy New Year from NINTENDO POWER

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Vol 92 January 1997

This is Dash Rendar. I have a supply shipment for Echo base. Transmitting clearance code now...

10 The Force is with us! This month Nintendo Power presents 12 pages of exclusive, in-depth strategies covering all 10 stages.

SHIELD
HIT 1
BOOST

22 Go behind the scenes at Japan's coolest trade show to see what new games, products and technology are on tap for the coming year.

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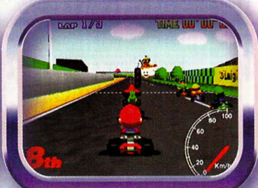

50 Is it possible to improve on perfection? Take a tour of the tracks with our inside look at Mario Kart for the N64—and see for yourself!

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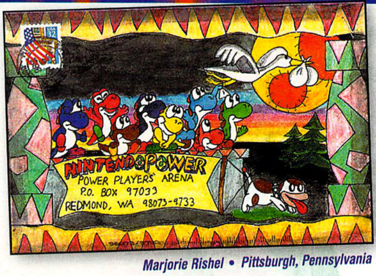
PLAYER'S PULSE

We asked for opinions about the magazine and boy did we get them! Comics, design, content, manila envelopes–everyone has an opinion. Check out the changes we started in this issue and let us know what you think!



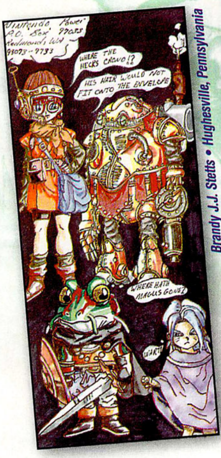
Marjorie Rishel • Pittsburgh, Pennsylvania

64DD Doomed?

I have been a Nintendo fan since 1986 when I got my NES and have since owned the SNES, Game Boy and now the N64. I am not writing to tell you how great I think the system is. I am writing to voice my concern about the upcoming 64DD. After waiting through numerous delays for almost 2 years, I finally got the N64 only to find out that at the end of this month, the 64DD would be shown in Japan and that if I wanted to play the good games, I would have to shell out another $200 for a system add-on. If Nintendo had no faith in the cartridge format and was planning to go to disks for games, they never should have brought it out as a cartridge based system to begin with. I think I speak for many people when I say that no matter how good the 64DD might be, I refuse to spend money to upgrade my system that is only one month old. In the entire history of video games, there has never been a successful add-on for any system. All eventually failed because the consumers don't want to spend extra money to upgrade their systems. In closing, let me remind Nintendo that simply because they put their name on something, it is not assured of being successful.

David Vargas
via the internet

Whoa, hold your horses, David! Your concerns seem a bit premature, since it will be some time before the 64DD is released here in the US. No one is asking you to upgrade your system. Virtually every game currently in development for the Nintendo 64 is for the cartridge format. Here at Nintendo we have seen the sad fates of many different video game add-ons and have learned our lesson. We won't release the 64DD until there are several quality titles that take full advantage of the unique functions, this month's Shoshinkai wrap-up gives a few more details. Relax, enjoy your Nintendo 64, and keep an eye on Nintendo Power to give you the true scoop on the 64DD.

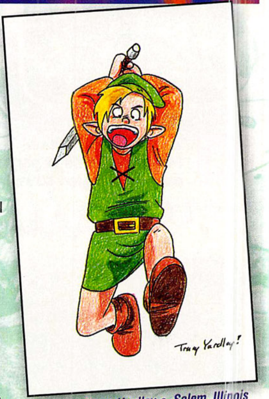


Brandy J.J. Stetts • Hughesville, Pennsylvania

No more funny business

I have two things to say, good and bad. First the bad. I know you will kill me for saying this, but I hate the comics. If you want comics, buy a comic book. This is a video game mag and not a comic book. It also takes up valuable pages of the magazine. The mag has been getting shorter and you shouldn't waste the remaining pages with comics. I think Epic Center is great and really interesting, but I wish there would be less on Super Mario RPG and Secret of Evermore. Now on to the good. The rest of the magazine rocks!! I second Mike Stewart, volume 89, on the fact that it doesn't matter that Classified Information doesn't have a manila folder background. It matters what is in it. Keep up the good work.

Erik Vorkink
via the internet

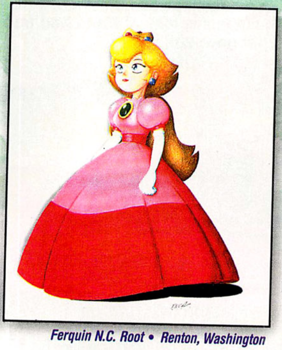

Tracy Yardley!

Tracy Yardley • Salem, Illinois

Princess Who?

Okay. I've been wondering about this for a while. What is the Princess's full name? As far as I know, her name is Princess Toadstool and I've been calling her that for as long as I can remember. But recent events (SM64) have stirred me to think otherwise. In Super Mario 64, the Princess calls herself "Peach." Then I remembered back to Super Mario Land where she was called "Daisy." She was also called Daisy in the Super Mario Bros. movie (which in my opinion was as far from the original storyline as possible and seemed so unlike Mr. Miyamoto's original world). So, what's the story? Is the Princess's full name "Princess Daisy Peach Toadstool?" Is "Peach" just a nickname that only close friends like Mario can call her? Was it Miyamoto's idea to call her Peach? It would help to know since I'm writing a fan-fic about the Princess's background.

Ferquin N.C. Root
Renton, WA



Ferquin N.C. Root • Renton, Washington

Background Art: Jennifer Call • Newport News, Virginia

Obviously, there have been several different damsels in distress in the various Mario games. Pauline was the original in the Donkey Kong arcade game. Princess Toadstool first appeared in the US version of Super Mario Bros., but her Japanese name has always been Princess Peach. To help create a more universal identity for the Princess of the Super Mario Bros. series, we decided to start calling her "Peach" here in the US too. Oh yeah, Princess Daisy from the Game Boy "Land" series is another princess altogether.

Comics! Comics! Comics!

Dear Nintendo People,
I just got issue #89 a few days ago and I love the comics!!! I can't wait for the next part. Thank you for bringing the comics back! I have a few questions and comments:

1) For the next comic, you should make a Donkey Kong comic. That would be great!!

2) Regarding the letter printed in issue #89 from Mike Stewart, I liked the manila folder background! And I think TONS of other people did too!

3) I liked the article about the Hyrulean Adventure, but I think that you should make an adventure on the World Wide Web.

4) In the section with the interview about Mr. Miyamoto, it talked about his band. Could I get a tape of his band singing? Or is it in Japanese!

Remember to always Play It Loud!

David Blair
via the internet

David, in answer to your questions:

1) Obviously, the jury is still out on the comics. Some readers love them, others hate them. We will only run comics that have a strong connection to video games, so a Donkey Kong Country comic sounds like a great idea. Also, everyone should know that we are not sacrificing any game information content for the comics. Game strategies always take priority for us in editorial planning.

2) We have received a lot of mail about bringing back the manila envelopes in Classified Information. Give it up, people. They're gone forever.

3) We have some great plans for adventures on the web and on AOL. Stay logged on for details.

4) Sounds like an interesting item for the Super Power Supplies catalog. If we got enough requests for it, maybe we could get Mr. Miyamoto into the studio... Of course, he's so busy, a recording project like that would be sure to delay the sequel to Super Mario 64, and we wouldn't want that...

Breath of Fire II

Angela Yi • Glendale, California

Michael Wing • Calgary, Alberta, Canada

Nintendo Power
Player's Pulse
P.O. Box 97033
Redmond, WA 98073-9733

Rhonda Bowlin • Dalzell, South Carolina

Powerless Charts?

I enjoy reading the Power Charts part of your magazine to find out what games people like, but it's starting to get ridiculous. The Legend of Zelda a Link to the Past is a great game, I admit, but it has been in the top ten for 57 months! Same thing with Metroid II. It's a good game but it's been on the chart for 59 months. Don't people get tired of these games? You should have a limit on how long a game can be on the charts. Power Charts should be for games that aren't more than two years old.

Rick Zadd
via the internet

We would really like to put

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POWER CHARTS

No big surprises in the Power Charts this month; Donkey Kong Country 3 keeps its hold on the top spot for Super NES, and Super Mario 64 rules the expanded N64 list. Many classic games continue to get the votes they need to stay on the lists. Do you think we should retire games after a certain amount of time on the Charts?

NINTENDO 64 TOP 10

1
SUPER MARIO 64

Super Mario easily retained the number one spot despite a growing list of N64 games. M. Jeter and the gang stole second from Dash, and he doesn't look too happy about it.

2
WAVE RACE 64

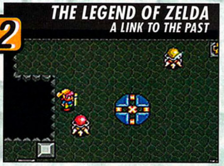
3
STAR WARS:
SHADOWS OF THE EMPIRE

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	SUPER MARIO 64	NINTENDO	1	4
2	WAVE RACE 64	NINTENDO	3	4
3	STAR WARS: SHADOWS OF THE EMPIRE	NINTENDO	2	4
4	KILLER INSTINCT GOLD	NINTENDO	4	2
5	MARIO KART 64	NINTENDO	NEW	1
6	PILOTWINGS 64	NINTENDO	–	4
7	WAYNE GRETZYKY'S 3D HOCKEY	MIDWAY	2	4
8	GOLDENEYE 007	NINTENDO	NEW	1
9	TUROK: DINOSAUR HUNTER	ACCLAIM	–	2
10	CRUIS'N USA	NINTENDO	NEW	1

SUPER NES TOP 10

1
DKC 3:
DIXIE KONG'S DOUBLE TROUBLE

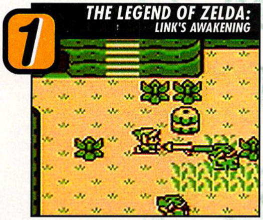
Dixie and Diddy KOed the competition while Killer Instinct fought its way up ten spots to settle in at seventh place. Other big gainers this month were perennial favorites Super Mario Kart and Super Metroid.



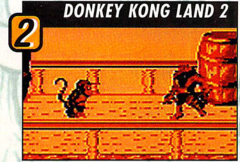
3
SUPER MARIO RPG

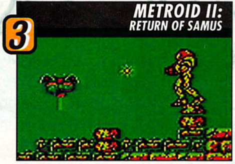
	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE	NINTENDO	1	1
2	THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	4	59
3	SUPER MARIO RPG	NINTENDO	2	9
4	TETRIS ATTACK	NINTENDO	3	6
5	CHRONO TRIGGER	SQUARE	6	18
6	SUPER METROID	NINTENDO	10	33
7	KILLER INSTINCT	NINTENDO	17	19
8	FINAL FANTASY III	SQUARE	8	25
9	SUPER MARIO KART	NINTENDO	12	45
10	KEN GRIFFEY JR'S WINNING RUN	NINTENDO	9	7

GAME BOY TOP 5



It seems there's no stopping a daring adventurer like Link. He rules the Game Boy top spot once again and is pushing his way up the Super NES chart as well. His next target– the Nintendo 64 chart.





	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	45
2	DONKEY KONG LAND 2	NINTENDO	2	5
3	METROID II: RETURN OF SAMUS	NINTENDO	4	61
4	TETRIS ATTACK	NINTENDO	7	5
5	TETRIS	NINTENDO	3	50

MOST WANTED

1. NINTENDO 64
2. SUPER MARIO 64 (N64)
3. LEGEND OF ZELDA 64 (N64)
4. MARIO KART 64 (N64)
5. GAME BOY POCKET
6. MORTAL KOMBAT TRILOGY (N64)
7. KILLER INSTINCT GOLD (N64)
8. STAR WARS: SHADOWS OF THE EMPIRE (N64)
9. DRAGON QUEST VI (SUPER FAMICOM)
10. X-BAND MODEM (SUPER NES)

LETTERS, CONTINUED...

newer games on the chart, but it's hard to justify putting a game on the chart if it doesn't get the votes. The fact is, our readers are still voting for the classic games you mentioned as their favorites. Also, keep in mind that SNES Legend of Zelda was just re-released as a Player's Choice title, so many players might be discovering it for the first time.

Wanted: Game Testers with a strong stomach

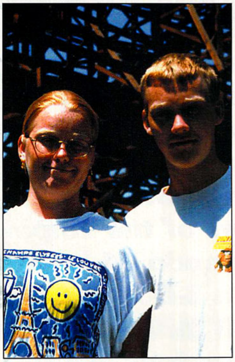
I was wondering if I could receive some information about being a beta tester. I know I am definitely too young right now, but I wanted to know what kind of requirements were necessary to become one. One of the few things that I am really interested in in life is video games, they always attract me somehow. I will admit that certain games make me want to throw up after a while and some are too confusing, but I enjoy role-playing games, most sports games and adventure/action games. So I was just curious if you could do that for me.

Liam Knapp
Huntington Beach, CA

You'll have to have a little stronger stomach to make it as a game tester, Liam. Keep in mind that some games in testing have so many bugs they aren't that fun to play yet, so they're certain to make you lose your lunch. Also, you'll need to have a cast-iron stomach to survive all the pizza and junk food your average tester consumes in late-night testing sessions.

Ridin' High

Volume 80 Player's Poll Contest Winner, Kevin Brismeur was taken for a ride this past summer. Kevin and his family won a trip to the front of the line to ride all the rollercoasters at Magic Mountain in sunny, Southern California. Kevin and his sister, Gwen sat in the front car on every ride they took, including the 70 mph Viper Rollercoaster. The weather was so hot that later in the day everyone cooled off at the nearby water park. If this wild ride sounds too good to be true, check out this month's Player's Poll Contest–it has to be the coolest ride in North America!



Kevin Bismeur gets VIP seating on the Viper at Magic Mountain.

WRITE AWAY RIGHT AWAY!

This year's Bonus Issue comes packed with exclusive information and some great freebies for our subscribers. We'd love to hear what you think of it. Write! Write! Write!

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News about recent releases and upcoming games for all Nintendo systems. Call for help on Super Mario 64, Killer Instinct Gold, Star Wars: Shadows of the Empire, PilotWings 64 and Mortal Kombat Trilogy for the Nintendo 64. There's also help for any Super Mario game for the Super NES, Donkey Kong Land for the Game Boy, any Zelda game, EarthBound, Illusion of Gaia, Lufia II, Super Metroid, Secret of Evermore, Chrono Trigger, Final Fantasy III, Breath of Fire and II, Killer Instinct, Street Fighter Alpha II, Super Punch-Out!!, Mortal Kombat II, Mortal Kombat 3 and Ultimate Mortal Kombat 3.
This call may be long distance, so be sure to get permission from whoever pays the phone bill before you call.

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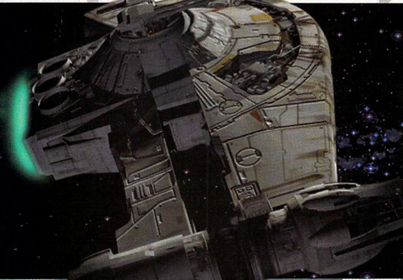
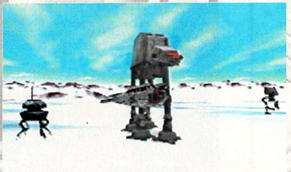


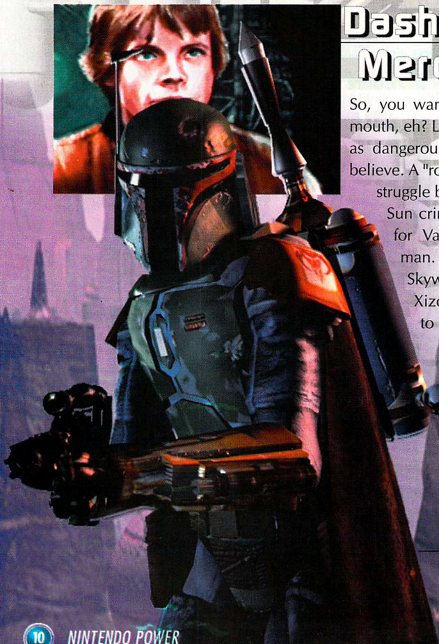
STAR WARS® SHADOWS OF THE EMPIRE™



Combining ground adventure and space action in a variety of game play styles and perspectives, Lucas Arts's eagerly awaited *Star Wars: Shadows of the Empire* for the Nintendo 64 is–dare we say it?–a 3-D tour-de-Force that will thrill gamers and Star Wars fans alike!

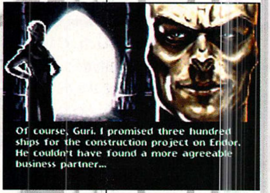
Star Wars: Shadows of the Empire ™ & ©1996 Lucasfilm Ltd.

Dash Rendar: Smuggler, Mercenary, Rogue Hero

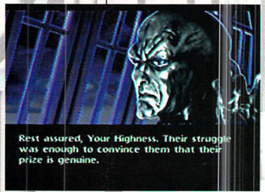


So, you want to hear all about Dash straight from the tauntaun's mouth, eh? Let me tell you, those jobs I did for the Rebels were twice as dangerous and half as profitable as the vids would have you believe. A "routine" cargo run dropped me in the middle of the power struggle between Darth Vader and Prince Xizor, head of the Black Sun crime network. You see, Xizor was gunning for Vader's post as the Emperor's right-hand man. Vader had promised he would turn Luke Skywalker to the dark side of the Force, and Xizor figured the way to disgrace Vader was to kill Luke. Not only did I save Luke from Xizor's assassins, but I single-handedly held back the Imperial forces at the Battle of Hoth, defeated that rotten bounty hunter, Boba Fett, and even blew up Xizor's palace on Coruscant! An exclusive? Sure, I can give you all the details–so long as I get my fee up front!

You won't actually meet Prince Xizor face-to-face in battle, but you'll have to deal with the deadly results of his machinations.



Of course, Guri. I promised three hundred ships for the construction project on Endor. He couldn't have found a more agreeable business partner...



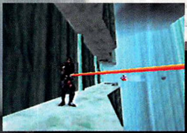
Rest assured, Your Highness. Their struggle was enough to convince them that their prize is genuine.

Boba Fett

Seen briefly in The Empire Strikes Back and Return of the Jedi, Boba Fett plays a major villainous role in this game.

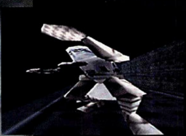
WEAPON STATUS

Luckily, the Imperials left some pretty good weapons lying around for me to find. I was able to gather quite an arsenal as I went along.



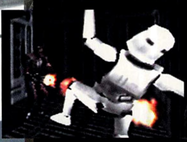
LASER PISTOL

Your basic blaster. It needs a few seconds to recharge to full power.



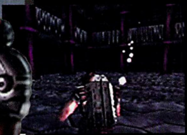
SEEKER

The first optional weapon you'll find, the seeker fires homing projectiles. It's good for shooting around corners or into the distance.



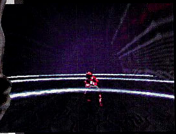
FLAME THROWER

The flame thrower has limited range and is slow to fire, but it has a lot of power. Use it in close combat with groups of enemies.



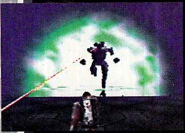
PULSE CANNON

Like all the optional weapons, the pulse cannon has limited ammunition. It's less accurate than the laser, but much more powerful.



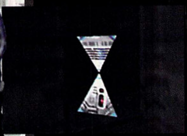
STUNNER

The stunner immobilizes enemies for a few seconds. Use it in conjunction with the flame thrower to take out large groups of stormtroopers.



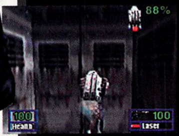
DISRUPTOR

The disruptor will take out all enemies over a wide area. If you're too close to the center of the blast, you may be harmed, as well.



SHIELD

This gives you temporary invulnerability. They're very rare, and if you find one in the Easy mode, it may not be there on the higher difficulty levels.

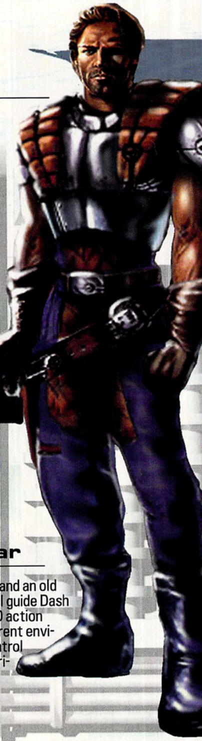


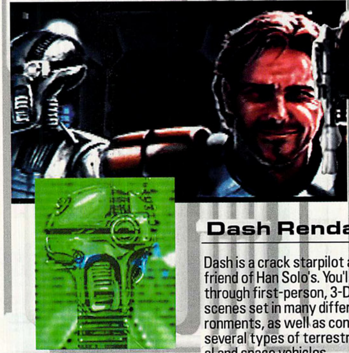
JET PACK

Originally belonging to Boba Fett, the jet pack lets you fly for short periods. Let off the throttle to recharge slowly, turn it off to recharge quickly.

Co-pilot and Partner

Of course, I didn't accomplish all of these amazing feats totally on my own. Leebo, my droid co-pilot and business partner, kept tabs on me from our ship, the Outrider. We kept our comlinks open at all times, and he sent me advice at key points. If we ran into trouble in space, he usually took the Outrider's controls while I manned the weapons.





Dash Rendar

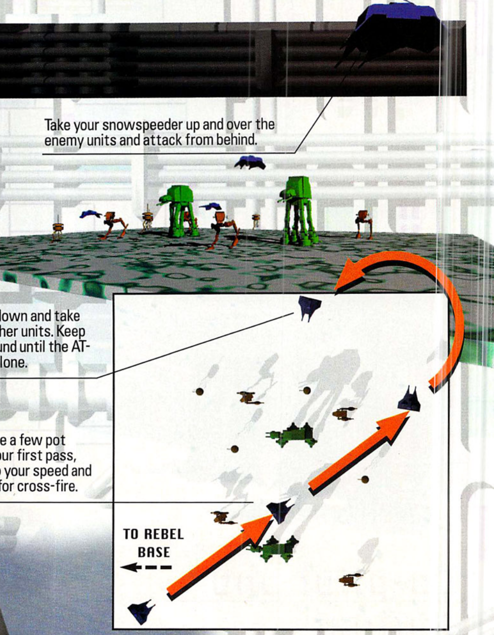
Dash is a crack starpilot and an old friend of Han Solo's. You'll guide Dash through first-person, 3-D action scenes set in many different environments, as well as control several types of terrestrial and space vehicles.

Leebo

Your faithful droid companion, Leebo, will describe each of your missions before you begin and advise you about major obstacles and enemies.

BATTLE OF HOTH

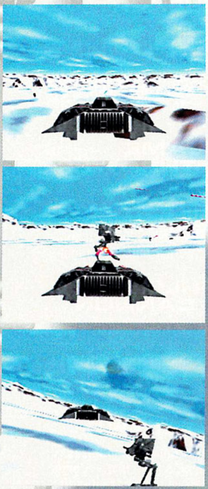
Everything started just as we were bringing a load of supplies to the base on Hoth. No sooner do the Rebels set up shop than the Empire comes knocking. Now it's no big deal for a pilot of my caliber to take a snowspeeder into battle on a moment's notice, but I was worried about my commission! Anyway, I quickly worked out a strategy: blast the small units first, then go for the big guns.


Take your snowspeeder up and over the enemy units and attack from behind.

Now slow down and take on the tougher units. Keep looping around until the AT-ATs are all alone.

You can take a few pot shots on your first pass, but keep up your speed and watch out for cross-fire.

Low and slow


It will take a lot of shots to bring down the AT-STs. Come around behind them and aim for their "heads." Use the air brakes to slow down on approach, to give you time for extra hits. Punch the afterburner as you pass to avoid their blasters.

AT-AT

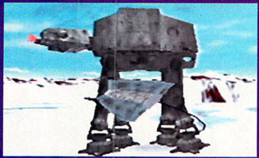
The remote cam view is best when using the tow cable against the AT-ATs. Fly in close to fire your harpoon.

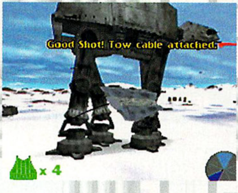
Probe droid

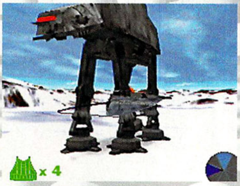
Probe droids and AT-STs will concentrate on protecting the AT-ATs.

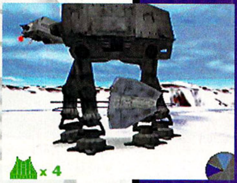
Fire tow cable!

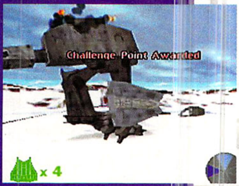
My analysis shows that the remote cam view is best for your attack run. Remain close to the AT-AT for the tow cable to remain attached. Loop around the legs several times. The cable will then disconnect automatically.









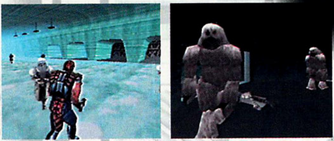


ESCAPE FROM ECHO BASE

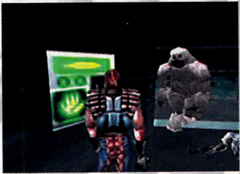
We held off the Imperials until the transports were away, but the Outrider was trapped. I had to get the generators back on-line to open the hangar doors. I searched the corridors near the hangar and blasted open stray cargo containers for ammo. There was only one major path, but the side rooms held some valuable items. The snowtroopers seemed to know the corridors better than I did, and all the twists and turns were perfect for ambushes.

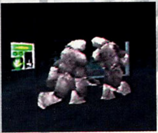
Truly intelligent

The snowtroopers will systematically search the base for you, and they can be quite clever. Though less creative, the abominable snowman-like wampas are very persistent creatures, and they will follow you everywhere if you don't defeat them.



Wampa bonus

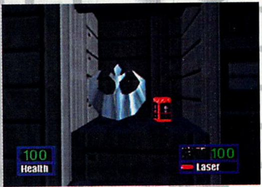




Activate the panel to open the cages, then get out of the room. The wampas will attack each other. The surviving wampa will be injured, making him easier to defeat. search the cages for a Seeker gun and extra ammo.

Challenge Points

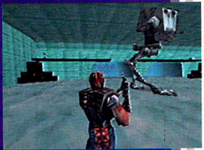
Collect all of the Challenge Points in a stage to earn extra lives. Some of the points in this stage are in secret rooms, while others are planted on dangerous perches. The toughest ones to get are hidden behind the second set of whirling generators. Jump off the catwalk and walk around to the back to find them. Jump up the ledges to get back onto the catwalk.

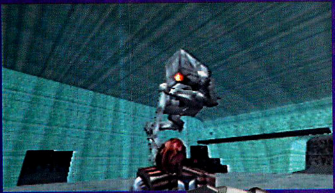


95
Health
20
Seeker

Get behind him, Dash!

Sir, do you read me? Scanners indicate that there's an AT-ST guarding the exit from the base. Try to maneuver yourself behind him and blast his head and neck from the rear. Your seeker gun is more powerful than your blaster, but the AT-ST is emitting some sort of jamming signal, so the homing projectiles can't lock on target. There are ammo packs and health icons among the cargo containers and up on the catwalks. Jump up the crates to get to higher ground.



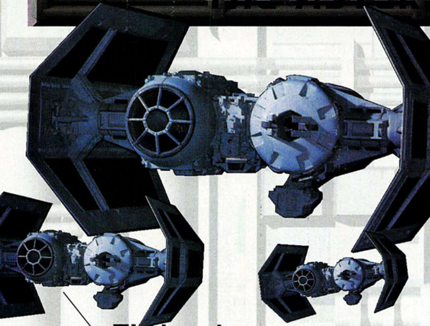


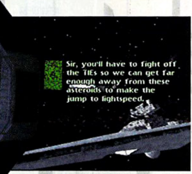
On the Easy difficulty setting, there's a shield icon on the catwalk to your left as you enter the chamber.

AT-ST

The AT-ST will follow you relentlessly. Its only weakness is that it can't turn quickly. Run at an angle to get behind it, out of its line of fire.

THE ASTEROID FIELD





Sir, you'll have to fight off the TIEs so we can get far enough away from these asteroids to make the jump to lightspeed.

I knew the Rendar luck was running true to form when we ran into that Star Destroyer and its TIE squadrons right after we cleared Hoth's atmosphere. I guess the Imperials didn't think I'd be crazy enough to try to escape through the asteroid field, but hey, you're looking at a guy who will make the Kessel Run on one engine and a bad hyperdrive motivator!

TIE bomber

Listen for the proximity alert. It will warn you when a TIE bomber has released a missile.

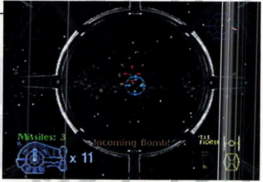
Challenge Points

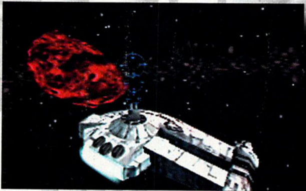
Earn Challenge Points by destroying the six red asteroids that appear at random. Your lasers will take too long, so use missiles when you can. While you're busy with the asteroids, keep an eye on your scanner for incoming ships.

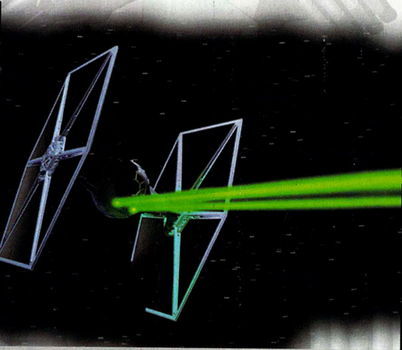
Light 'em up

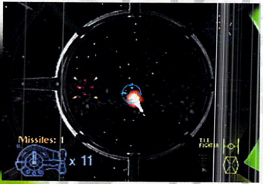
You'll have a good chance of taking out an entire fleet of fighters with one missile if they're coming at you head-on. Wait for a missile lock (yellow crosshairs will flash), then light the candle!

Missiles: 4
x 11









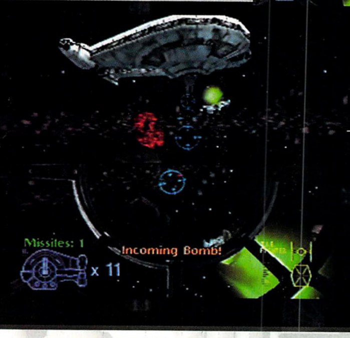
TIE Bombers: 5
Missiles: 4
x 11
Incoming Bomb!

Tie Fighter

TIE fighters are built for speed, not durability. One or two blasts from your lasers will be enough to pop one open.

Inside or Outside

This stage gives you a choice of an outside view or a view from the gunnery chair. The view from the chair is better. The outside view gives you a wider field of vision, allowing you to spot the Challenge Point asteroids more easily, but it can be tricky to follow the enemy ships as they scream in and out of weapons range. With the gun view, even though the enemy ships are able to move outside your field of fire more quickly, you do have better weapons control. Besides, with the sky so full of enemies, you'll never lack for things to shoot at.



Seeing targets is one thing, but pinpointing them with weapons is another.

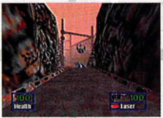
You can make up for the smaller field of fire with better speed, control and a handy radar screen.

ORD MANTELL JUNKYARD

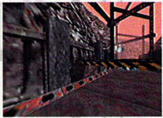
Thanks to Leebo's precision flying and my excellent marksmanship, we shook off the Imperial pursuit, but then Princess Leia called with another job: rescue Han Solo, who had been carted off by Boba Fett. Fett wanted the bounty on Han's head, but he was attacked by a rival hunter, IG-88, before he could collect. Fett disappeared, but we thought IG-88 might know where Fett had gone to ground. We tracked IG-88 to Ord Mantell.

Jump and duck, part 1

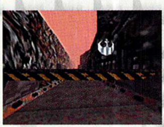
Jump and duck to avoid the barriers and collect bonuses. Use the over-the-shoulder view and push Down on the Control Pad (not the Joystick) for a wider view. Pivoting slightly to the side also helps you see better.



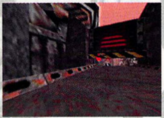
1. The first Challenge Point is near the start.



2. The second one is above the first barrier.



3. The third point is above the fifth barrier.



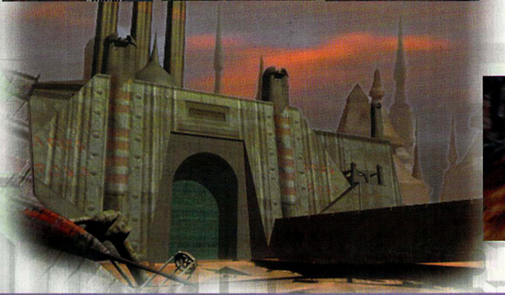
4. Grab an extra life under the ninth barrier.

Jump and duck, part 2

After you pass a few more barriers, other trains will start appearing. Always move ahead to the next train. You can jump to the side trains, but return to the original track, at least until the first energy shield.

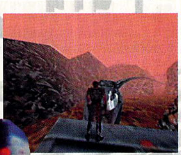
Jump and duck, part 3

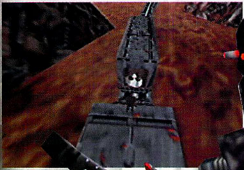
Blast the energy shields. Jump to other cars for bonuses, but keep an eye on the track ahead. The left track will soon dive into a pool of toxic waste!



Up on the roof

After the left track slides away, more trains will appear in front of you, some of which will be partially covered. Climb on the walls and roofs to find any hidden bonuses. Be careful, but don't waste time.





Take out the trash

I've analyzed IG-88's attack, Captain, and there is a pattern you can exploit. If you hit him hard enough all at once, he'll retreat, regroup and attack again from another quarter. Once you damage more than 50% of his systems, he'll run away and try to blend in with the piles of metal scrap. There are power-ups among the refuse, including a shield in the waste tank behind and to your right when you first enter the chamber.

100
Health
2
Seeker

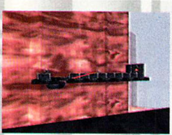
IG-88

With full life and a powerful weapon, you can destroy IG-88 on the first pass.

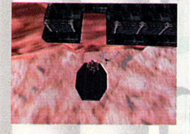
GALL SPACEPORT

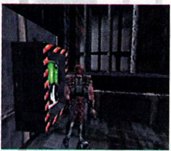
IG-88 can be reasonable–when his CPU is on the line, that is. After some gentle persuasion, he revealed that Fett was headed to the Imperial base on Gall to repair his ship. The Outrider could make it there before Fett lifted off, but Gall Spaceport was huge, and time was definitely not on our side.

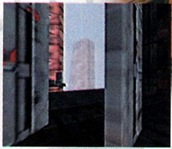
Open sesame



After the first section of canyons, march around the side of the mesa and ride to the platform on the right. Activate the switch to open the doors. Time it so you flip the switch just before the auto-platform comes back to pick you up.

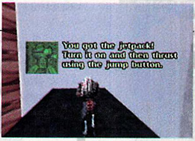




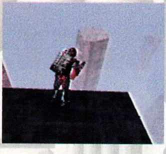


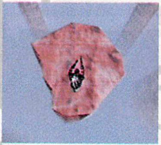
Take off

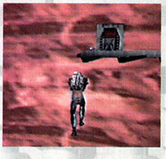
Work your way up the inside of the mesa to reach the control tower and Boba Fett's jet pack. Fly straight out from the tower (left C to activate, A for thrust), using the towers of rock as rest stops. Shoot any enemies before you take off for the next rock.



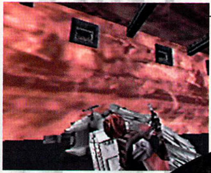
You got the jetpack!
Turn it on and then thrust using the jump button.



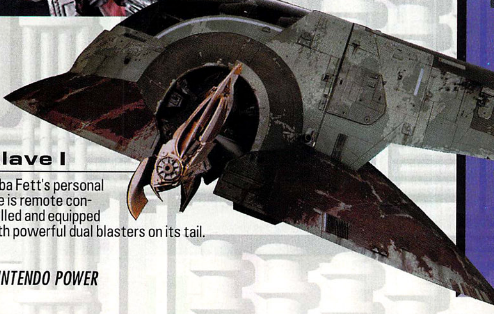




Into the ducts



Repeat the "follow-the-leader" strategy to bring down this tougher, smarter AT-ST. Hit all the switches on the column to open the air vents. Three of the ducts are dead ends, but the second one from the right will lead you to the next part of the stage.



Slave I

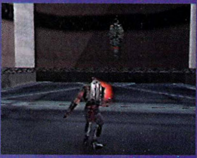
Boba Fett's personal ride is remote controlled and equipped with powerful dual blasters on its tail.

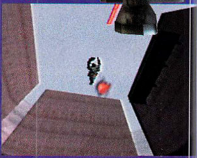
Boba Fett

Boba Fett will have replaced his jet pack by the time you reach him at the end of the stage, making him doubly dangerous.

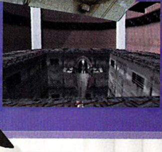
Two for the price of one

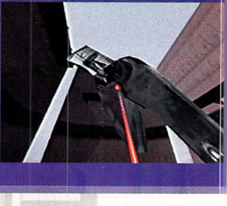
Given Boba Fett's great agility and unerring aim, I suggest you keep moving and fire only two or three shots at a time. The platforms above hold ammo and health icons, but you should stay on the ground as much as possible. Once Fett gets below a certain energy level, he'll repeatedly fly upwards then dive down at you. If you blast him on the way down, he'll retreat without firing back.





Once Fett is down, Slave I will attack you on autopilot. It, too, can follow and target you wherever you go, and it can turn faster than the AT-STs you fought earlier. Keep moving to the side and target its engines (the vanes on the sides of the hull) for maximum effect.



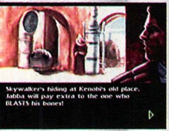


MOS EISLEY AND BEGGAR'S CANYON

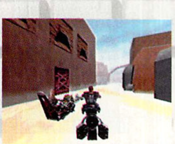
We gave Fett a good pasting, but the Imperials helped him escape. Meanwhile, Luke went off to Tatooine, figuring Fett would be there eventually. This was about the time we got wind of a plot to assassinate Luke, so Leebo and I went to the kid's dustball home-planet to watch his back. No sooner do we land at Mos Eisley than I overhear some swoop riders talking about going to Obi-Wan's old place, where Luke was practicing his Jedi stuff. Somehow, I didn't think this was going to be a social call.

Swoop

A swoop's heavily modified engine gives it amazing speed. Press A to accelerate and B to brake and reverse.

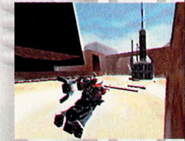


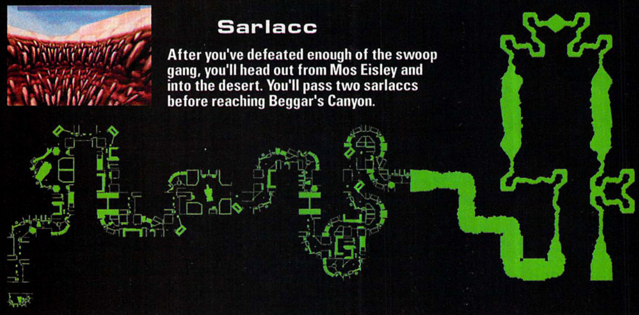
Skywalker's hiding at Kenobi's old place. Jabba will pay extra to the one who BLASTS his bones!



Riding technique

The trick is to maneuver yourself to the side and slightly behind your opponent. Match his speed and push him into walls or other obstacles. You can also lean on the throttle and ram him from behind.



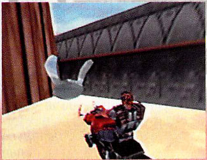


Sarlacc

After you've defeated enough of the swoop gang, you'll head out from Mos Eisley and into the desert. You'll pass two sarlaccs before reaching Beggar's Canyon.

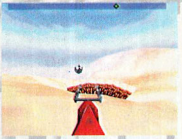
Rabbit icon

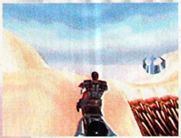
According to a reliable source, the LucasArts programmers have hidden a rabbit icon in many of the games they've produced. This one is secreted somewhere in Mos Eisley, near a turn and a gate.

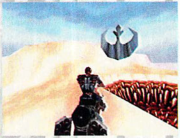


Blast on by

You'll see the floating Challenge Point before you see the pit-like maw of the sarlacc. Jet up the side of the pit at high speed before you turn and jump out towards the Challenge Point. If you try to approach this stunt head-on, you may not have the height or the speed to grab the point or clear the sarlacc's jaws.

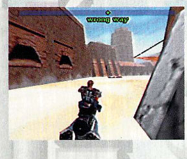






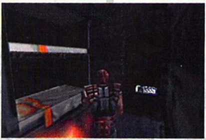
Wrong way

The distance indicator will tell you if you're going the "wrong" way; that is, backwards rather than forwards through the stage. However, once you defeat the swoop gang, you can go back to Mos Eisley to collect Challenge Points and other items at your leisure. Not the "wrong" way after all!



IMPERIAL FREIGHTER SUPROSA

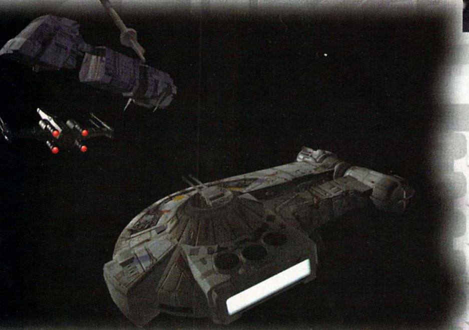
While I was cleaning up the assassin scum on Tatooine, Rebel intelligence received a tip from Black Sun that the Empire was building a new, more powerful Death Star above the forest moon of Endor. The whole thing smelled like bantha gone bad, and we suspected that the attempt on Luke's life and this latest caper were somehow connected. Despite everything my instincts were telling me, though, we went along with Luke to check things out.



In the first maze of corridors, you'll find health icons worth 5% energy and a shield.

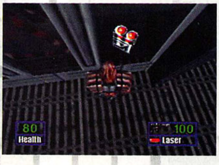
X-wing

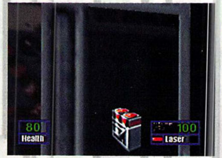
While Luke patrols in his X-Wing fighter, you'll board the Suprosa to find the new Death Star plans.



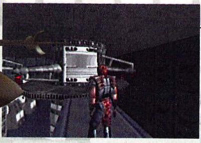
Stock up now

There are storage lockers throughout the ship. Some of them look just like wall panels, so search carefully. There are seeker shells and a tank of flame thrower fuel right near the starting point. You'll find few health icons worth more than 5% energy, so proceed with caution.

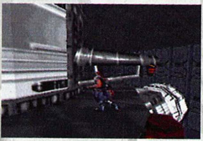


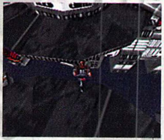


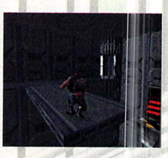
Roundabout



You'll pass through several areas with rotating doors, panels, walls and booms. In the bi-level rooms, move around and run between the rotating booms to collect Challenge Points. In the narrow corridors, run straight through the center of the whirling panels.

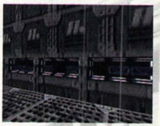


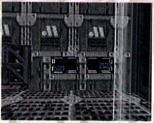


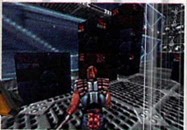


Switches and doors

You'll eventually reach a large cargo hold, which is the last chamber before the control room. Flip each of the switches on the bottom level (there are panels at opposite ends of the bay), one at a time. The side doors will open and close, depending on which switch you've activated. Use the cargo containers as stairs or look for a hidden ramp in one of the cargo bays.

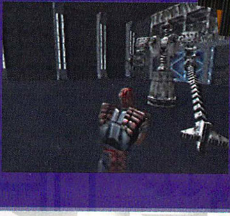


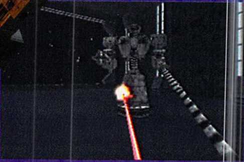




Crude, but very effective

This loader droid is not as sophisticated as I am, but it will pose a serious threat, Captain. Its extending arms are its only weapons, but it moves quickly. Run along the rim of the room and stop in each corner. Turn and fire a volley from your best weapon and then move on before the arms reach you. Once the droids are defeated, the computer bay will open. Walk to the computer for further instructions.

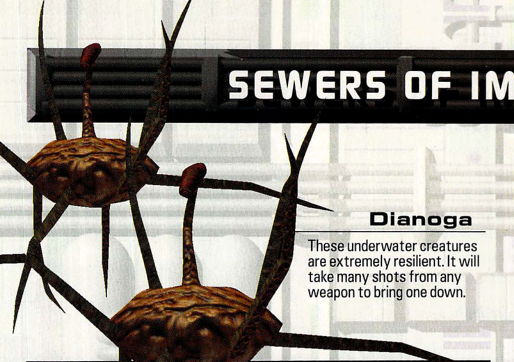




Loader droid

If you're having trouble hitting your target, crouch down and go for the droid's wide base.

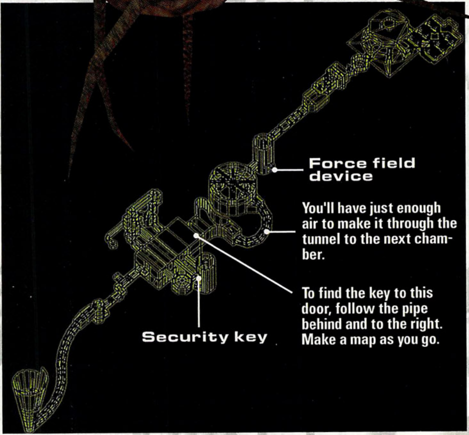
SEWERS OF IMPERIAL CITY



As usual, ol' Dash came through with flying colors, bringing the new Death Star plans with him. Our worst suspicions were confirmed, though, when Leia confronted Prince Xizor and was then taken prisoner. It seems our supposed "friend" was behind the plot to assassinate Luke after all. Lando Calrissian, Chewbacca and Luke went after Leia, while Leebo and I cooked up a plan to blow up Xizor's palace. Of course, we had to figure out a way to break in, first.

Dianoga

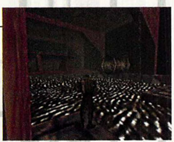
These underwater creatures are extremely resilient. It will take many shots from any weapon to bring one down.



You'll have just enough air to make it through the tunnel to the next chamber.

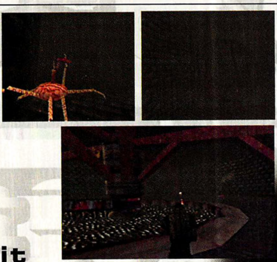
To find the key to this door, follow the pipe behind and to the right. Make a map as you go.

Enter the pipe



When you reach this chamber, remain on the platform and wait for the dianoga to come to you. Stand back from the edge and shoot it. The exit is locked, so enter the pipe on the right. Follow it through several levels to find the security key. Some of the switches you'll need to activate along the route will be underwater.

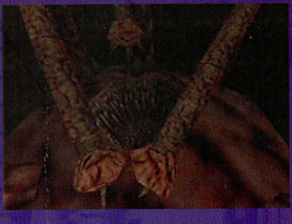
Underwater exit



Beyond the security door is another pool. Dive under the water and look for a passage down and to the right. Once you emerge, keep checking the nooks and crannies for necessary devices.

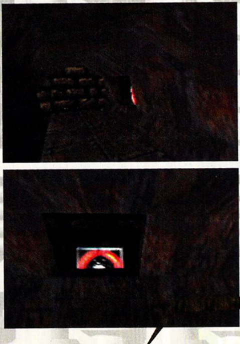
The eye has it, sir

A search of the Outrider's database revealed some crucial information about the dianoga. It has the ability to regenerate its multiple tentacles at will, and shooting them will only succeed in making the creature angry. Its sole weak spot is its eye, situated on a stalk that extends from the center of its body. Dive beneath the water and use whatever weapon you have. The disruptor, with its wide dispersal pattern, is the obvious best choice.



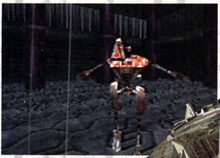
Blast it

The path is enclosed in a rotating pipe. Wait for the gap in the pipe to come around and reveal the switch on the right. Blast the switch with your laser to open the door.



XIZOR'S PALACE

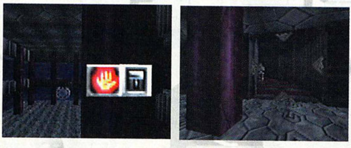
Luke and the others had located Leia, so now it was up to me to bring down the house. I had to backtrack a couple of times to stay on course, but the worst part about this job was Xizor's internal defenses: armored guards, wall mounted blasters and state-of-the-art defense droids. There were few items to be found, so I stuck to my basic blaster for the most part and saved my secondary weapons, just in case.



With dual lasers and aggressive programming, these defense droids really pack a punch!

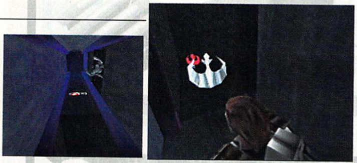
Dash, Dash!

You'll find a large chamber at the end of the first long corridor. The switch on the upper level opens both the exit door and the door to a secret room behind you. Go into the room first to pick up a Challenge Point. Hit the switch again to open the exit. The exit door will remain open for just a few seconds, and you may have to jump at the last moment to make it out.

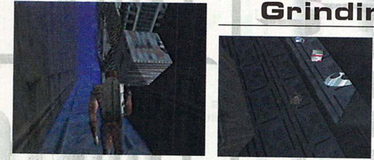


Lift Tube

In the second chamber, hit the wall switch to call the elevator, but don't hit the switch inside the lift tube. Fly up the shaft to a second switch. Hit it to make the lift tube go down and reveal a hidden room.



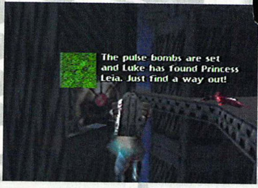
Grinding gears



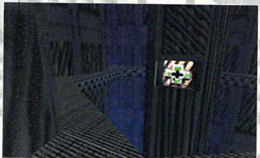
Time your leaps to avoid being swept under by the gears. In the room with the large gears, blast the guard and then float down below the platform on the right side to find stacks of ammo and a Challenge Point.

Set pulse bombs

There are three service panels in the shaft, located on the central column just below the level of each platform. Use the jet pack to reach each one and press the R Button to set a pulse bomb. After the bombs are set, an exit door will open on the middle platform, just below the point you entered.



The pulse bombs are set and Luke has found Princess Leia. Just find a way out!

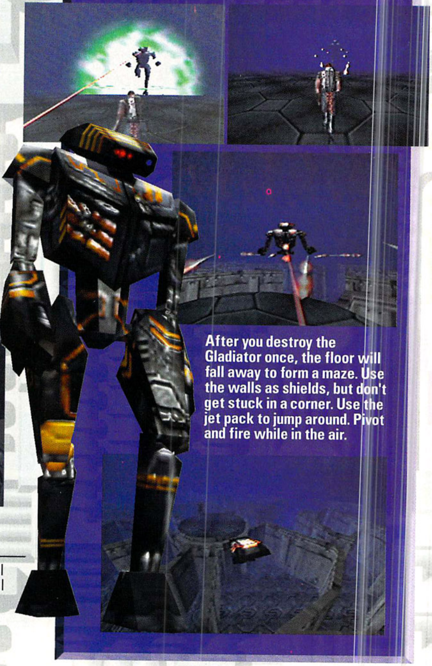


Gladiator

In the second battle, the Gladiator will return minus its legs. Only its head will appear in the final battle.

Like a mynock in a maze

Captain, I must warn you that your planned escape route is barred by a Gladiator droid. Scans indicate that the Gladiator is self-repairing and will regenerate twice before being totally destroyed. It is armed with most of the same weapons you have and is invulnerable to pulse cannon and stunner fire. Stay far back from it and use your disruptor and seeker guns on its head.



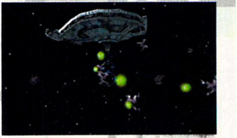
After you destroy the Gladiator once, the floor will fall away to form a maze. Use the walls as shields, but don't get stuck in a corner. Use the jet pack to jump around. Pivot and fire while in the air.

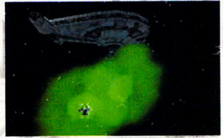
SKYHOOK BATTLE

Millennium Falcon

Han Solo's Millenium Falcon and Dash Rendar's Outrider are Corellian freighters of similar design, and both have been heavily modified for speed.

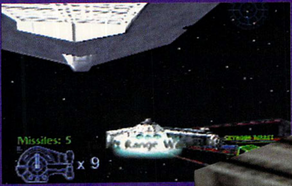
Watching Xizor's palace go up in flames was a good way to end the day–too bad the day wasn't over yet! The dark prince escaped to his Skyhook space station, and it was up to yours truly to finish what had been started. Our battle to reach the station was a repeat of the fight we'd had in the asteroid field, only now we were up against Xizor's Star Vipers, which combined the TIE fighter's speed with the TIE bomber's missile-carrying capabilities. Once we reached the station, I took complete control of the Outrider, including flight systems and weapons. I had to take out the four defensive towers at the ends of the station's arms, then dive into its core to destroy the central reactor.

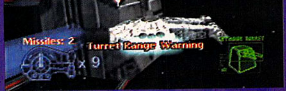




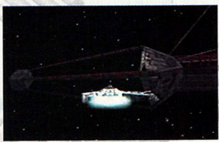
Proximity alert!

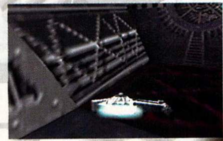
This is it, Captain. Only a full volley of torpedoes will take out a tower. If you don't destroy one all at once, it will regenerate back to full strength in seconds! Wait for the turret range warning to sound before you fire; the torpedoes will then home in on target.

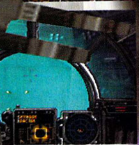


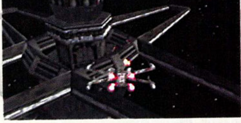


Quickly loop up and away to avoid return fire. After the towers are down, search for a way in to the station. Good luck, Captain!



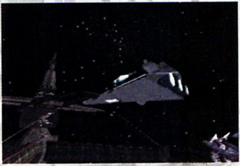


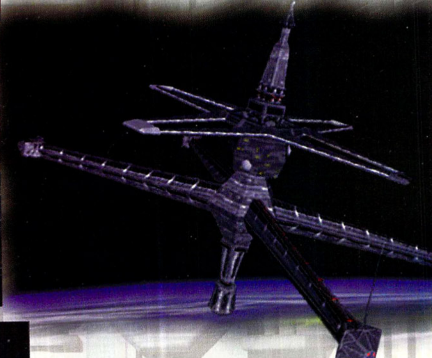




Don't even try it

The Star Destroyer is invulnerable to your weapons, but if you get too close, it may target you with its lasers. You'll be hit by passing TIE fighters and Star Vipers as the battle rages around you, but don't stray from your mission to destroy the Skyhook.





More to come!

Take heart, star warriors, for the adventure is far from over. If you finish the game with all the Challenge Points, you'll receive a code. Each difficulty level awards its own code, including one that lets you fly an X-wing or a TIE fighter! Next month, we'll tell you where all the points are, but until then...

May the Force be with you!

SHOSHINKAI

N64: SHOW AND TELL

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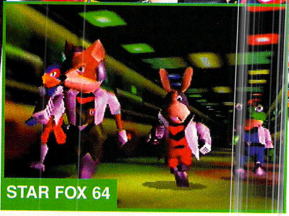
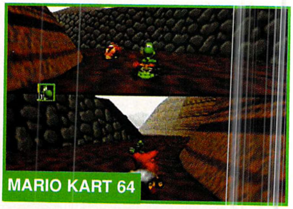
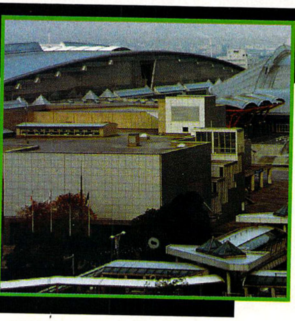

STAR FOX 64


MARIO KART 64

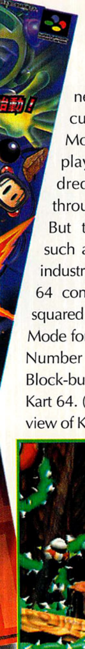
WHEN THE CURTAIN WENT UP ON THE HOTTEST NEW TITLES IN THE GAMING UNIVERSE AT SHOSHINKAI, NINTENDO POWER WAS THERE AT THE FRONT OF THE LINE TO BRING YOU THE FIRST HANDS-ON REVIEWS OF THE SECOND WAVE OF N64 GAMES INCLUDING THE INCREDIBLE DUO OF STAR FOX 64 AND MARIO KART 64. WHEN WE MANAGED TO PULL AWAY FROM THE GAMES, WE CHECKED OUT THE NEW 64DD, TALKED TO SHIGERU MIYAMOTO AND ATE SUSHI TILL THE FISH SWAM HOME. NOW IT'S YOUR TURN. PREPARE TO FEAST.

THANKSGIVING IN JAPAN IS SPELLED S-H-O-S-H-I-N-K-A-I



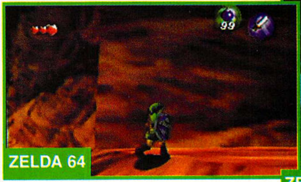
Every year, near the blustery tail end of November, while Americans entertain visions of turkeys and pumpkin pie, Japanese gamers are dreaming about Shoshinkai/Space World and the first glimpses of the latest video game magic from Nintendo. Shoshinkai may sound like an ancient trial of combat skills, but in reality it is the name of the trade show put on by Nintendo's distributors in Japan. It is followed by two days of Space World, an exhibition of Nintendo games and hardware that is open to the public.

Nintendo Power traveled to Makuhari, on the outskirts of Tokyo, to cover the event. There we found a feast of N64 games in development—almost 40 in all—plus the 64DD magnetic disk drive and a

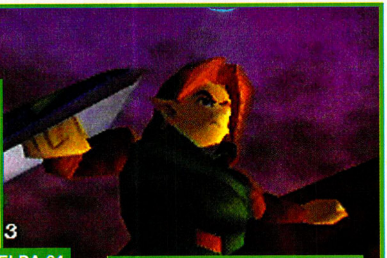


new accessory for the N64 that is currently called the Jolting Pak. Most of the excitement came from playing the games at the hundreds of stations located throughout the huge trade hall. But there were special events such as a panel discussion with industry experts and a Mario Kart 64 competition in which players squared off in the four-player VS. Mode for some cool prizes.

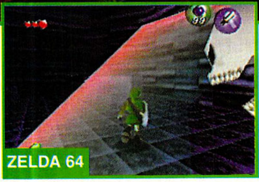
Number one on everyone's Shoshinkai Block-buster Chart was Nintendo's Mario Kart 64. (Don't miss Power's exclusive preview of Kart starting on page 50 in this issue.)



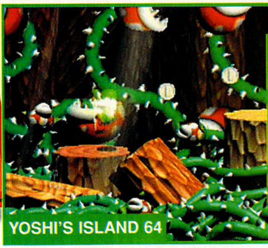
ZELDA 64



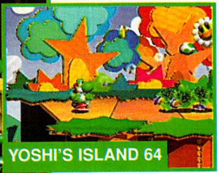
ZELDA 64



ZELDA 64



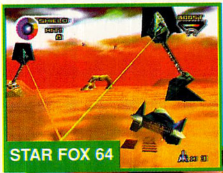
YOSHI'S ISLAND 64



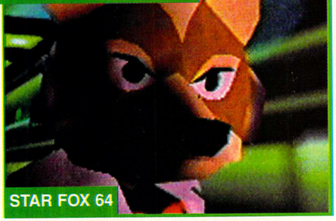
YOSHI'S ISLAND 64

The game can be summed up in a word–fun. This is the first game we played, the last game we played, and the game we kept returning to whenever we had the chance, which was difficult since several thousand other gamers were trying to log as much time on Mario Kart as we were.

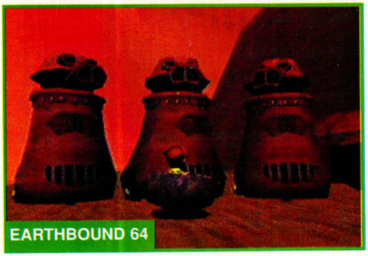
Not to be outshone was Star Fox 64 from Nintendo—which turns out to be an incredible ride through 3-D battlefields in space, on land and inside giant space stations. Fox McCloud and his friends return to protect Corneria once more in their flashy Arwing fighters, but they also assault evildoers in speedy land tanks in some stages. Flight and driving controls in all stages are as sharp as a razor and you'll find yourself performing daredevil stunts within minutes of launch. One to four pilots can join in the action, making Star Fox 64 the first non-sporting, non-fighting, multi-player action game for the N64. At the show, we played one session using the Jolting Pak, as well. Every time you hit the booster or get whacked by an enemy missile, the Jolting Pak kicks in, shaking the controller like its going to jump out of your hand. As for the graphics, expect to be stunned. The smooth animation and richly textured objects that have become trademarks for the N64 have never looked better than in Star Fox 64. Imagine diving beneath an arch of stone while blasting an enemy that is visible on the far side, or watching a tower topple over as you speed beneath its falling bulk. Every rock, tree, building, cloud, space ship and alien boss, no matter how far you are from it, looks realistic, futuristic and fully 3-D without being blocky.



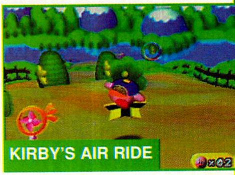
STAR FOX 64



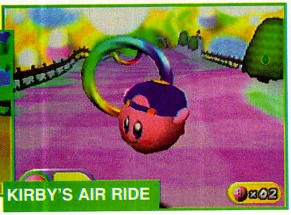
STAR FOX 64



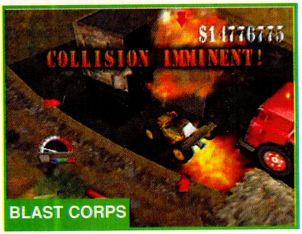
EARTHBOUND 64



KIRBY'S AIR RIDE



KIRBY'S AIR RIDE



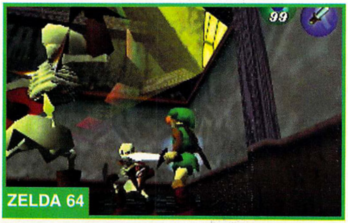
BLAST CORPS

THE 64DD HAS ENTERED THE ROOM.

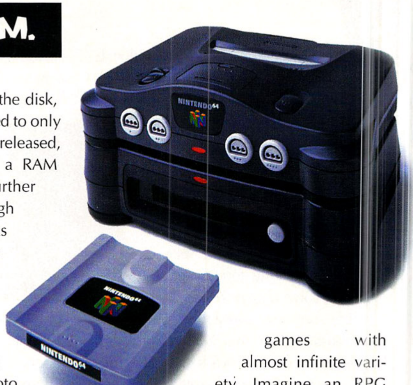
IT'S REVOLUTIONARY

As revolutionary as the N64 is, it will become even more exciting when the 64DD magnetic disk drive is released. At Shoshinkai, the 64DD was unveiled and demonstrated in several ways. Two existing games—Super Mario 64 and Mario Kart 64—ran on the 65 megabyte disk drive system, demonstrating its speed and lack of load time even with action games. Another demonstration showed how easy it was to save data on the system. Video cameras took shots of people in the crowd, which were then texture-mapped onto rotating cubes in the 64DD demo program. The exciting part of the 64DD is its ability to read from and write to the disk, unlike a CD-ROM, which is limited to only reading data. When the 64DD is released, Nintendo also plans to release a RAM expansion for the N64 to further upgrade its performance. Although the size of the expanded RAM has yet to be decided, it will be the same type of high-speed Rambus RDRAM that is currently used in the N64.

Games that use the 64DD format may take many forms. In fact, according to Mr. Miyamoto, some games may use both a Game Pak and a 64DD disk. It is also possible for cartridge games to be updated with disk data, so a game that is programmed with this in mind could be expanded with new scenarios, characters and maps in disk updates released after the original game. Current N64 games won't have that capability, but we may see the first expandable games in 1997. The biggest gaming value, however, will come from the ability to create games with almost infinite variety. Imagine an RPG that is never the same for different players because all the characters in the game evolve, sort of like the way cities evolve in SimCity. With a read/write device, this sort of game is possible. Or imagine buying a baseball game, then being able to update it every year with current players, teams and stats. It has even been suggested that the 64DD might be the central part of a future N64 modem technology for updating game information or playing against opponents via phone.



ZELDA 64



MIYAMOTO DOES IT AGAIN, AND AGAIN, AND AGAIN.

Like the Energizer bunny, Shigeru Miyamoto is unstoppable. His games have ruled the video gaming world for more than a decade, and the magic continues to pour out of Nintendo's EAD (Entertainment Analysis and Development) group where Miyamoto oversees dozens of projects. Nintendo Power spoke with Mr. Miyamoto and his colleagues, Mr. Tezuka (producer of Yoshi's Island, Mario Kart 64 and Yoshi's Island 64) and Mr. Konno (director of Mario Kart 64) in a riverside park away from the crowds and noise of the show. All three of these talented game designers seemed very pleased with the show and the reception of their latest masterpieces.

POWER: HOW HAVE THE NEW GAMES AND ACCESSORIES BEEN RECEIVED HERE AT SHOSHINKAI?

MR. TEZUKA: People seem to be very excited about the number of new N64 games and the innovations in these games. We have been talking about a new age of gaming and this is the beginning. The 64DD and Jolting Pak accessories will introduce people to some of the possibilities of how versatile the N64 can be.

POWER: We understand that the Jolting Pak works with both Star Fox 64 and Blast Corps. How else will it be used?

MR. TEZUKA: It has not been entirely decided yet.

MR. MIYAMOTO: Actually, the Jolting Pak came from a different idea altogether. It was designed with a fishing game in mind. Imagine that a fish nibbles on your hook and at that moment you feel a slight tremor in the controller. The feedback tells you to set the hook. If the fish strikes hard, you'll feel the Jolting Pak really shake. But the fishing game isn't finished yet and we feel that the Jolting Pak idea can work well in other games, such as Star Fox 64 and Blast Corps, so it will be

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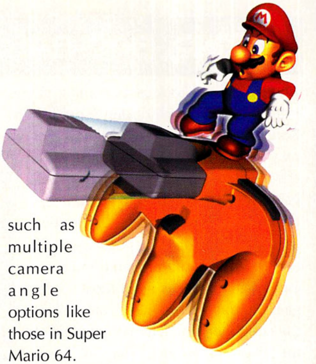
MARIO KART 64

WHOLE LOTTA SHAKIN'

The biggest surprise at Shoshinkai was the appearance of the Jolting Pak, a device that plugs into the N64 controller and vibrates when it receives signals through the two-way controller ports. What that means for players is that they can feel what is happening on the screen depending on what feedback the game is designed to send to the Jolting Pak. In the case of the two demo games, Star Fox 64 and Blast Corps, the jolts are delivered when you hit things, or when things hit you.



GAMES GLIMPSED ON VIDEO TAPE

Several Nintendo games appeared only on video since they are still fairly early in the development cycle. Zelda 64 was the biggest of these games. Although it is probably about a year from release, the animated sequences look great. Link wields a sword and shield while fighting Stalfos skeletons in one scene and he encounters the Triforce in another. In castles and forests, Link moves through mysterious settings with exceptional graphics, multiple light sources, and special effects. There will be plenty of action, too, and features such as multiple camera angle options like those in Super Mario 64.

Yoshi's Island 64 has been dubbed a $2^{1/2}$-D game, but it's really a platform game that makes use of the N64's power to create animated art. Virtually all of the objects and creatures inhabiting Yoshi's new 64-bit world have been prerendered. The look is something like Donkey Kong Country, only better. Background elements consist of prerendered elements, many of which are animated. This

GOLDENEYE 007

64DD TECH SPECS

Memory capacity: Approximately 64 Megabytes

Sustained data transfer rate: Approximately 81 seconds for 64 Megabytes (compared to 437 seconds/64 MB for normal speed CD-ROMs)

Seek Time: About 75 ms (typical)

Motor driving time: Less than 1.9 seconds

Dimensions: (Drive:) 260mm (w) x 190mm (d) x 78.7mm (h) (combined width 65.5mm height of N64, both units are 144.2mm high)
(Disk:) 101mm (w) x 103mm (d) x 10.2mm (h)

Weight: Drive: 1.6kg, disk: 43g

Data error correction feature is included. The disk is high density, doubled-sided magnetic media.

released before the fishing game is finished.

POWER: Does this mean that there will be fishing in Star Fox 64?

Mr. Miyamoto (laughs): Maybe. You'll have to play the game.

POWER: What could you include in Mario Kart 64 and Star Fox 64 that you couldn't put in the Super NES versions of these games?

MR. MIYAMOTO: In the original Mario Kart, we couldn't include nearly as much in the way of terrain features. For instance, we couldn't use tunnels or jumps. With the N64, we have virtually no limitations.

ZELDA 64

MR. KONNO: Creating this game was easy because we already knew what we wanted to do from working on the first Mario Kart game. As for Star Fox, the type of play is somewhere between Star Fox and Star Fox 2, (which was never released in North America.) You have some areas where you fly forward, attacking enemies, and other areas where you have total freedom to roam in any direction, which was a feature of Star Fox 2.

MR. MIYAMOTO: Another feature I wanted to include was the use of many enemies on the battle screens. The 16-bit platform limited this, but now we have tons of enemies everywhere. But the biggest improvement may be with the real-time cinema scenes that we use in Star Fox 64. The animation is generated and takes place as you watch it, unlike previous cinema scenes that were more like a slide show. In Star Fox 64, you can have different camera angles in the cinema scenes. It's sort of like a 3-D movie. In fact, scenes may vary depending on what happens to Fox McCloud and his companions during their missions. It is very interactive, but it is just a taste of how interactive these types of cinematic scenes will be in future N64 games.

SHIELD
HIT!
12

STAR FOX 64

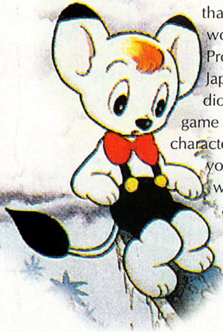
POWER: Mr. Miyamoto, you have said

CONTINUED ON NEXT PAGE

innovative world is said to be at least 60 stages deep.

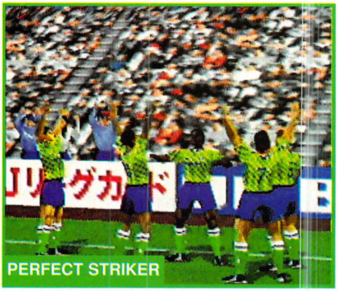
Our first look ever at Earthbound 64 was tantalizing, but brief. The RPG is very early in development and will run on the 64DD. The characters looked very detailed, though, and several, such as the Brothers Five, are making a repeat performance from the original Super NES Earthbound. Miyamoto says not to expect this game until after the release of the 64DD.

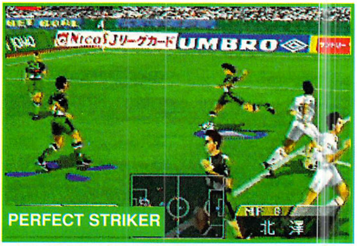
Kirby's Air Ride looked like a lot of fun, sort of a cross between snowboarding, skateboarding and golf. Goldeneye 007 appeared on the tape, too, but you can see more of this game in this month's Pak Watch. Finally, it was announced that Nintendo will work with Tezuka Productions, a major Japanese cartoon studio, to create an N64 game based on Tezuka's character, Leo. Leo is a young, white lion who has seen many adventures, but there's no word yet on what sort of adventure he will have on the N64.



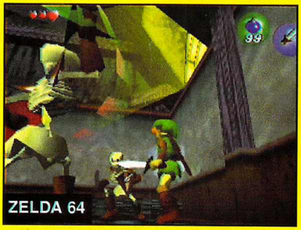
SOCCER, BASEBALL, ROBOTS AND MORE

And now for a look at upcoming games from Nintendo's third-party publishers. Konami's J League Perfect Striker Soccer may be the most life-like sports game ever to appear, but the beauty of this game is not limited to its motion-captured animation. This soccer sim feels as real as it looks. Passing is smooth and intuitive and you aren't limited to eight passing angles as in most soccer games. From the moment you pick up the controller, you feel in command of the action on the pitch. That isn't to say it's easy. Since all the incredible graphics processing takes place in the Reality Co-processor (RCP), the CPU is left free for other duties such as increasing the artificial intelligence (AI). J League Striker scores on other fronts, as well. The Control Stick allows players to move at any speed, from a walk to a run. The programmers also used extra CPU cycles to run a play-by-play announcer that knows every move and player in the game, and who reports the actions in real-time as it happens. Konami also showed a demo of its big head baseball game, Powerful Pro Baseball, which looked good, but wasn't quite as exciting as Imagineer's game. Goemon,


PERFECT STRIKER

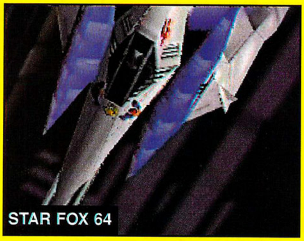

PERFECT STRIKER

MIYAMOTO, CONTINUED...


ZELDA 64

that Super Mario 64 only uses about 60% of the N64's capabilities. What sorts of things might you use the other 40% to accomplish?

MR. MIYAMOTO: It's true that the CPU has a great capacity that isn't being used in the first wave of games. Even so, they are very good. But there are many things that you can do with the extra CPU power. You can make computer characters more intelligent so that they react with more variations to your actions. And you can keep track of characters that aren't showing up on the screen at all. Another way to make use of that power is to add special effects, such as lighting effects. Look closely in our upcoming games like Star Fox 64, and especially in Zelda 64, and you'll be surprised to see lots of different effects and light sources. All of these things add to the reality of the game world.

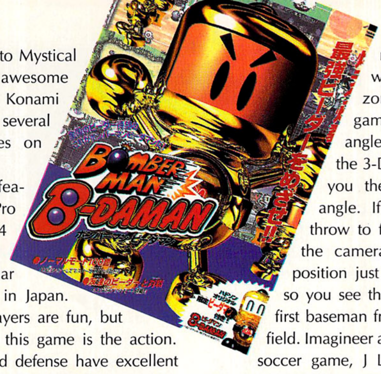

STAR FOX 64

POWER: Many gamers are dying to play Zelda 64. What can you tell us about it right now?

MR. MIYAMOTO: Well, it's about 50% finished and it will be out by the end of 1997. It is very action-packed and rich, but I don't want to say too much. Because so much can change from now until its release, maybe it's only 10% complete. (He laughs, perhaps thinking that he's said too much.)

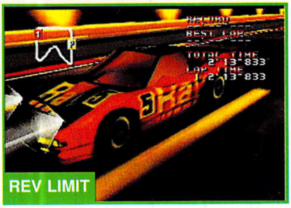
POWER: We've always wondered how the quirky things get put into a game, like the penguin in Wave Race 64. Is it part of the design or something else?

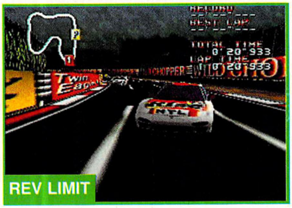
MR. MIYAMOTO (he chuckled over this question): There's no grand design for secrets. We just put things anywhere that they seem right. If someone gets an idea and it's fun, we put it in the game. Speaking of the penguin (that first appeared in Super the N64 sequel to Mystical Ninja, looked awesome on video tape. Konami also had one of several mah-jong games on the floor.



Imagineer featured King of Pro Baseball, an N64 sequel to a series of popular baseball games in Japan. The bighead players are fun, but the best part of this game is the action. Both offense and defense have excellent play control in this two-player game. Pitchers select pitches, then guide the ball within a heads-up representation of the strike zone. The result is precision pitching. Batters have to concentrate, but they too have precision control and are able to move their swing within the strike zone. During the game, the camera angle can shift within the 3-D ballpark to give you the most dramatic angle. If there's a close throw to first, for instance, the camera switches to a position just behind the base so you see the runner and the first baseman from down on the field. Imagineer also showed off its soccer game, J League Dynamite Soccer and Eltale, an RPG with excellent 3-D graphics. J League Dynamite was playable, although pale in comparison to Konami's game, and Eltale only showed up on video tape.

The latest version of Turok: Dinosaur


REV LIMIT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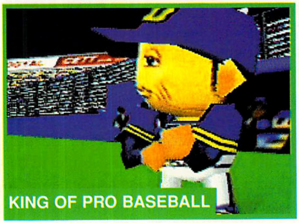
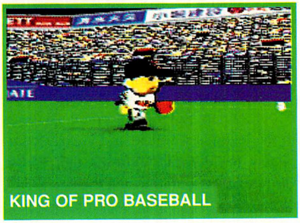
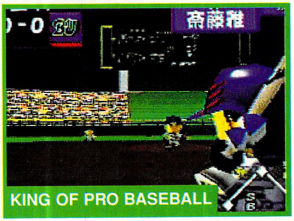
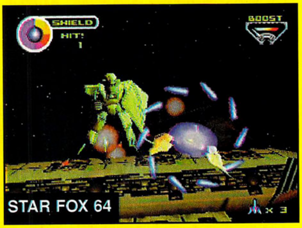

KING OF PRO BASEBALL


KING OF PRO BASEBALL


KING OF PRO BASEBALL

Mario 64) we wanted to put it in every game, but some of the other development teams didn't want to use our penguin.

POWER: They were probably jealous because it's so cool.



STAR FOX 64

MR. MIYAMOTO: We're still going to use the penguin where we want. You might look for a giant boss penguin at the end of Star Fox 64, like that marshmallow man in Ghostbusters.

POWER: We've seen some cool pictures of Yoshi's Island 64, Mr. Tezuka. What new things should we expect to see in the game when it is released next summer?

MR. TEZUKA: The play in Yoshi's Island will be basically 2-D. We are using the power of the N64 in a new way, to create hand-crafted art. You recall the crayon look of the art in the original Yoshi's Island? This will be much richer and it will be animated. In the background you will see a lot going on. You may be able to interact with some things while other elements will be for fun. (Mr. Miyamoto interjects: "It is art that moves." Mr. Tezuka seems pleased with that assessment, "Yes, moving art.")

POWER: What's the word on F-Zero for N64?

MR. MIYAMOTO: It's very early in the development process. The main programmer is studying a lot of physics. The racing will be very different than Wave Race 64. I'd say it will be out within one year.

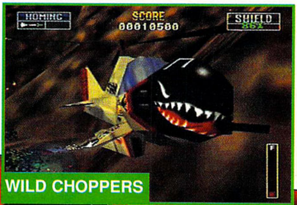
POWER: How about Earthbound 64?

MR. MIYAMOTO: It is proceeding very well and should follow the introduction of the 64DD by about six months.

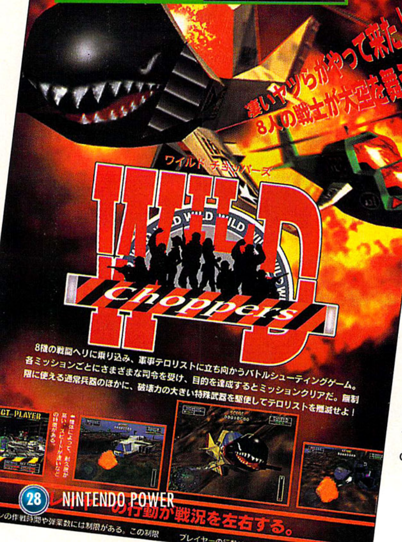
NINTENDO64
スペースワールド
'96
第8回
初心会ソフト展示会

Hunter from Acclaim made a huge impression at Shoshinkai. The graphics are spectacular, from the realistic jungle plants to the mist that seems to hang in the distance. Of course, the best part about Turok is that we know when it is coming out here, unlike many of the titles we saw.

Other Shoshinkai games to watch include Seta's Rev Limit and Wild Choppers. Rev Limit looks awesome, but some of the mechanics weren't complete yet. It's a true 3-D racer with realistic graphics. Five cars and several tracks were playable at show time and the tracks had a lot of variety and terrain. Living up to its name, the car's engine in Rev Limit sounded very realistic when we accelerated. In the panel discussion, Mr. Iwata of Seta described how important it was to have direct access to sound data in a game, and that only the speed of a ROM could deliver the necessary real-time sound effects that are used in Rev Limit.



WILD CHOPPERS


凄いヤツらがやって来た！
8人の戦士が大空を舞う。
ワイルドチョッパーズ
WILD Choppers
GT PLAYER
の行動が戦況を左右する。

8機の戦闘ヘリに乗り込み、軍事テロリストに立ち向かうバトルシューティングゲーム。各ミッションごとにさまざまな司令を受け、目的を達成するとミッションクリアだ。無制限に使える通常兵器のほかに、破壊力の大きい特殊武器を駆使してテロリストを撃滅せよ！

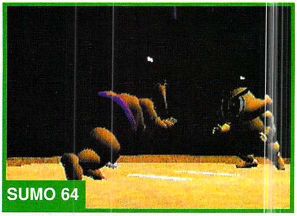
ンの作戦時間や弾薬数には制限がある。この制限

プレイヤーの

As for Wild Choppers, imagine that you are at the controls of a military attack chopper in the middle of hostile territory. Everything at the enemy's command has been ordered to hunt you down and swat you out of the sky. Things don't look so good. In Wild Chopper, you will learn self-sufficiency the hard way—by getting blown to bits until you master the controls. The terrain graphics looked great in the areas we visited, as did the military hardware and the special effects such as explosions and smoke trails. This game, when finished, will also support up to four players in aerial dogfights, which may be the best way to play Wild Choppers.

St. Andrew's Old Course, a golf sim that takes place at the golfers' Mecca in Scotland, also appeared at Seta's crowded booth. St. Andrew's includes all 18 holes in the legendary course and it exists completely in 3-D. St. Andrew's utilizes the Control Stick by mimicking the backswing of the club. By pulling back on the Stick, the golfer makes his backswing, and by releasing the Stick, the golfer on the screen swings through. Even more realistic is the fact that if you pull back the Control Stick only part of the way, the stroke will have less power. In this way, you can judge distances like never before in a golf game.

Dual Heroes from Hudson Soft boasted some of the most compelling-looking fighters in this early version. The game also makes use of a unique dual role theme in which the player can enter a sort of virtual arcade to play Dual Fighters against legendary gamers. The idea is that the legendary gamers each fight with their own, unique style. To challenge them, you'll have to master fighting against eight different styles and that should give the game better replay value. As for the cool look of the fighters, they were designed by the same guy who came up with the look of the original Power Rangers. Hudson also showed video of a wrestling game and reported that development of Bomberman 64, after a slow start, is now well under way.


SUMO 64

Elsewhere around the hall, we ran into a video tape demo of Sonic Wings Assault, from Video System, which is an arcade-like flight sim using currently available combat fighters in battles against huge, futuristic bots. It looked potentially cool. Japan System Supply had Chameleon Twist on video and advertised a futuristic jousting game called Cavalry Battle 3000. In Chameleon Twist, the hero is this strange kid with a long, sticky tongue that he uses to defeat enemies. Sort of the tongue of death. Enix's Wonder Project J2, which has since been released in Japan, was definitely one of the oddest games visible. In this RPG, players must teach a robotic girl to become more human. The game takes the form of a cartoon with a few forays into 3-D action. Go, Go, Trouble Makers, an adventure title from Enix, was shown only on tape, but it looked far more promising for a western release. Doraemon, based on a popular robotic cat cartoon figure in Japan, borrowed heavily from Super Mario 64, right down to the camera angles, but seemed a long way from completion. The final game of note was Human's Human Grand Prix. Although it too was far from finished, the speed factor was high in this 64-bit racer.

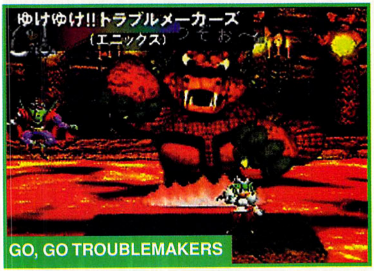
NINTENDO64

TALKING ABOUT THE FUTURE.

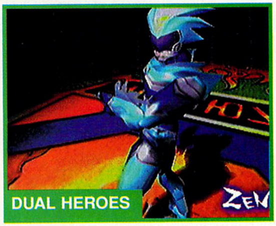
The versatility of the N64 was a major theme mentioned by Miyamoto and other leading N64 developers during their panel conference. During the discussion, several speakers mentioned the micro code of the N64 and how it will make a huge, positive difference in future game development. The microcode allows programmers to change which functions will be carried out automatically by the hardware, allowing them to maximize the efficiency of processing graphics, sound or game data for selected processes in any game. The panel also brought up the subject of controller port versatility. The two-way flow of information through the N64 controller ports will allow a wide variety of connections, from special gaming enhancements such as the Jolting Pak, to printers or other output devices, not to mention a wide array of input devices such as light guns or special controllers. Katsuya Nagai, Director and General Manager of Konami, noted the importance of using ROM-based media in the creation of the ultra-realistic look of Konami's J League Perfect Striker. With 17,000 motion-captured animation patterns and one megabyte devoted exclusively to motion data, Konami required almost instant, real-time access, which just isn't available on CD-ROM. Mr. Miyamoto added that, in fact, the use of ROMs is like having a huge cache of RAM in the control deck. One of the most important points made in the discussion was that the N64 is unique in freeing up CPU time. Since the generation of graphics traditionally takes up the lion's share of processing time in a game system, the use of the Reality Co-Processor in the N64 takes the load off of the CPU. Designers can use that processing power in ways never before imagined. For instance, programmers could create genetic algorithms that behave much like DNA in the human body. The use of such algorithms could result in games that have almost an infinite variety of actions or possibilities. And the best part of all this futuristic talk is that the N64 was designed to adapt to future requirements. It has the power and versatility to carry it and the gaming world into the 21st Century.

GOEMON

GOEMON



GO, GO TROUBLEMAKERS



DUAL HEROES

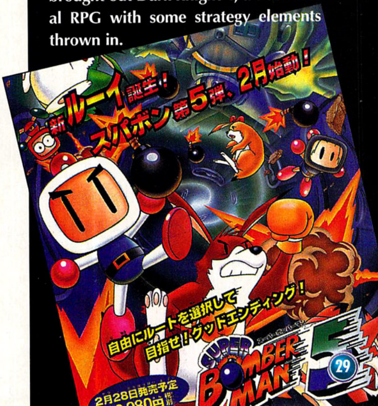
DUAL HEROES

SHOSHINKAI

NOT TO FORGET GAME BOY AND THE SUPER FAMICOM.

Although most of the excitement at Shoshinkai was reserved for new and upcoming N64 titles, there were several notable Game Boy and Super Famicom games showing, as well. In addition to Nintendo's Donkey Kong Land 2, players could relive the glory days of the Game & Watch hand-held system with Game Boy Gallery. These simple games have been updated with current, popular characters such as Yoshi and Mario and the graphics have been enhanced. But diehard players can switch to the original graphics if they choose. Hudson Soft also showed off its third Bomberman game for Game Boy.

On the Super Famicom front, worldwide hits including Donkey Kong Country 3 and Street Fighter Alpha 2 were shown along with several new games. Mr. Itoi, the creator of EarthBound, helped Nintendo develop a new bass fishing game that looked great, although waiting for a nibble while at a trade show may not have been the ideal play situation. Hudson Soft unveiled Bomberman 5 and a Bomberman-based shooter game. Enix dusted off Dragon Quest III and converted it to 16-bits and Banpresto brought out Dark Knight 4, a traditional RPG with some strategy elements thrown in.

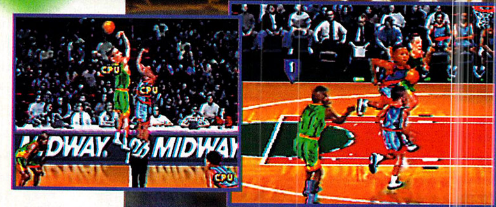

新ルーイ誕生！
スーパーボンバーマン第5弾、2月始動！
自由にルートを選択して
目指せ！グッドエンディング！
SUPER BOMBERMAN 5
2月28日発売予定

Get ready for some serious hang time—NBA Hangtime, that is! Once you sample the game play in the N64 version of Midway's arcade mega-hit, you may never go back to your old b-ball games. What makes it so good? We can tell you up front—it ain't the shoes!

NBA HANG TIME™

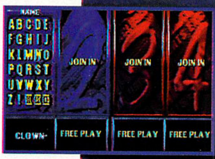
BETTER, SMARTER, FASTER

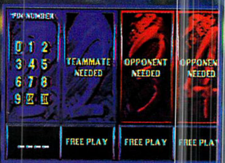
Monster jams, impossible three-pointers and the start of World War III under the basket—we've seen this all before, right? Wrong! While NBA Hangtime may look like a lot of previous basketball games, it certainly doesn't play like them. The secret is a game engine that is geared towards realistic and truly intelligent player performance. Computer drones act and react like their real-life counterparts, making even one-player games a tasty challenge for any hoop vet!


CPU
CPU
MIDWAY
MIDWAY
CPU
1

NAME AND PIN NUMBER

Another unique feature is the PIN (Personal Identification Number) system like the ones used with bank machine cards. Before you start a game, enter your name and any four-digit number you'd like as your PIN. If you enter the same name and PIN before each game, the computer will keep track of your win/loss record and a host of other stats. You'll have sole access to your file, and even if someone else uses the same name, your stats will be kept separate as long as you use different PINs.


NAME
ABCDE
FGHIJ
KLMNO
PQRST
UVWXY
Z
JOIN IN
JOIN IN
JOIN IN
CLOWN-
FREE PLAY
FREE PLAY
FREE PLAY

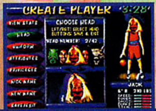

PIN NUMBER
0 1 2
3 4 5
6 7 8
9
TEAMMATE NEEDED
OPPONENT NEEDED
OPPONENT NEEDED
FREE PLAY
FREE PLAY
FREE PLAY

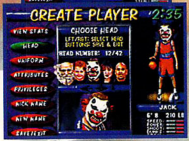
CREATE A PLAYER

The PIN system works together with the Create a Player option. This option allows you to create a player according to your specifications. Using the PIN system to access your character, you'll be able to play on any of the 29 real pro teams and buddy up with the NBA star of your choice! For every four games you win, you'll be awarded two points that you can use to beef up your attributes, including height, weight, speed, shooting ability and so on.

Head

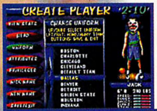
The first thing you'll do is select a head for your body, and choices range from the sublime to the ridiculous. Your looks won't affect your abilities, but you may find it easier to keep track of who's who courtside.

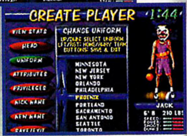

CREATE PLAYER 3:28
VIEW STATS
HEAD
UNIFORM
ATTRIBUTES
PRIVILEGES
NICK NAME
NEW NAME
SAVE/EXIT
CHOOSE HEAD
HEAD NUMBER: 2/42
JACK


CREATE PLAYER 2:35
VIEW STATS
HEAD
UNIFORM
ATTRIBUTES
PRIVILEGES
NICK NAME
NEW NAME
SAVE/EXIT
CHOOSE HEAD
HEAD NUMBER: 12/42
JACK
6'8 210 LB

Uniform

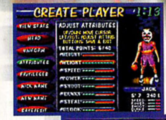
The next thing you'll do is select a uniform. You can wear your favorite NBA team's colors or model the latest fashions from the Midway house of style. Some of the outfits are, shall we say, electric!

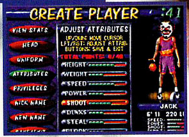

CREATE PLAYER 2:10
CHANGE UNIFORM
BOSTON
CHARLOTTE
CHICAGO
CLEVELAND
DEFAULT TEAM
DALLAS
DENVER
DETROIT
GOLDEN STATE
HOUSTON
INDIANA
JACK


CREATE PLAYER 1:44
CHANGE UNIFORM
MINNESOTA
NEW JERSEY
NEW YORK
ORLANDO
PHILADELPHIA
PHOENIX
PORTLAND
SACRAMENTO
SAN ANTONIO
SEATTLE
TORONTO
JACK
6'8 210 LB

Attributes

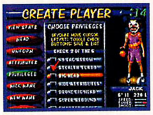
You'll be given 40 skill points to start with, and you can distribute them any way you like. You can build up your favorite attributes as you gain points, but there's a limit on the number of skills you can max out.

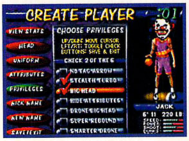

CREATE PLAYER 1:13
ADJUST ATTRIBUTES
TOTAL POINTS: 6/40
HEIGHT
WEIGHT
SPEED
POWER
SHOOT
DUNKS
STEAL
BLOCK
JACK


CREATE PLAYER :41
ADJUST ATTRIBUTES
TOTAL POINTS: 0/40
HEIGHT
WEIGHT
SPEED
POWER
SHOOT
DUNKS
STEAL
JACK
6'11 220 LB

Privileges

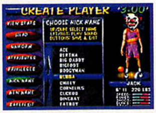
You'll also choose from a selection of special features and cheats, including super rebound ability and options that will give players big heads or hide your turbo meter. You can have up to two privileges at a time.

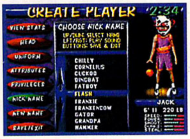

CREATE PLAYER :14
CHOOSE PRIVILEGES
CHECK 2 OF THE 6
NO TAG ARROW
STEALTH TURBO
BIG HEAD
HIDE ATTRIBUTES
DRONE BIG HEAD
SUPER REBOUND
JACK


CREATE PLAYER :01
CHOOSE PRIVILEGES
CHECK 2 OF THE 6
NO TAG ARROW
STEALTH TURBO
BIG HEAD
HIDE ATTRIBUTES
DRONE BIG HEAD
SUPER REBOUND
SMARTER DRONE
JACK
6'11 220 LB

Nickname

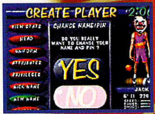
The nickname you choose is what the announcer will call you during a game. You could try out several before you settle on one. Will you go for the coolness factor ("Top Gun") or for the comedy angle ("Frankencow")?

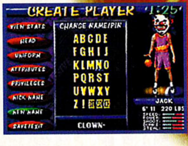

CREATE PLAYER 3:00
CHOOSE NICK NAME
ACE
BERTHA
BIG DADDY
BIGFOOT
BOOGYMAN
BUBBA
CHIEF
CORNELIUS
CUCKOO
DINCBAT
FATBOY
JACK


CREATE PLAYER 2:34
CHOOSE NICK NAME
CHILLY
CORNELIUS
CUCKOO
DINCBAT
FATBOY
FLASH
FRANKIE
FRANKENCOW
GATOR
GRANDPA
HAMMER
JACK
6'11 220 LB

New Name

The PIN system will allow you to look at your stats and customize your attributes between games. If you'd like, you can also change your name and PIN with this option. Just be sure that you remember the new ones!


CREATE PLAYER 2:00
CHANGE NAME/PIN
DO YOU REALLY WANT TO CHANGE YOUR NAME AND PIN ?
YES
NO
JACK


CREATE PLAYER 1:25
CHANGE NAME/PIN
ABCDE
FGHIJ
KLMNO
PQRST
UVWXY
Z !
CLOWN-
JACK
6'11 220 LBS

CODES

If that isn't enough, the PIN system can also access hidden players and duplicates of some of your favorite NBA greats. You can have two Scottie Pippens on the same squad or have Dennis Rodman play for any team!

0000

Pippen & Rodman

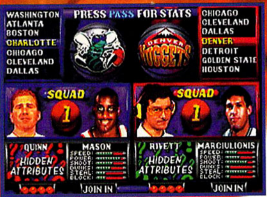
To access the Pippen or Rodman duplicate, enter either last name and "0000" for the PIN. You can then choose any team to play on. This PIN also works with the names Kemp, Ghill (Grant Hill) and Ahrdwy (Penny Hardaway). We'll reveal more duplicates in future issues!

RODMAN
TO CONTROL RODMAN
FREEPLAY
8 1ST 18
39.8
RODMAN
TO CONTROL RODMAN
39:8

0004

Mortal & Kombat

There's also a busload of wacky hidden players to use. To access the programmers of a certain fighting game series, enter the name Mortal or Kombat and "0004" as the PIN. You can also use the name Munday with PIN 5432 and the name Marius with PIN 1005. What a team!


WASHINGTON
ATLANTA
BOSTON
CHARLOTTE
CHICAGO
CLEVELAND
DALLAS
PRESS PASS FOR STATS
CHICAGO
CLEVELAND
DALLAS
DENVER
DETROIT
GOLDEN STATE
HOUSTON
SQUAD
SQUAD
QUINN
HIDDEN ATTRIBUTES
MASON
RIVETT
HIDDEN ATTRIBUTES
MARCIULIONIS
JOIN IN
JOIN IN

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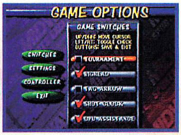
GAME OPTIONS

True video basketball afficionados tend to be very picky about their game settings, and NBA Hangtime allows you to adjust a number of options before you begin your game. Whether it's regulation play or anything goes, it's your call!

Switches


GAME OPTIONS

GAME SWITCHES

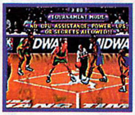
UP/DWN: MOVE CURSOR
LFT/RT: TOGGLE CHECK
BUTTONS: SAVE & EXIT

☐ TOURNAMENT
☑ BIGHEAD
☐ TAG ARROW
☑ SHOT CLOCK
☑ CPU ASSISTANCE

These switches let you turn on and off game options that affect all players. Some are there to add challenge, while others are there just for fun.

Tournament

In Tournament mode, no secret codes or CPU Assistance is allowed. Even if a power-up code is entered on the Match-Up screen, it will be canceled out before the game begins. It's regulation play all the way!

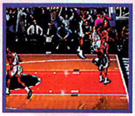


Tag Arrow

The tag arrow follows your player and helps you keep tabs on him. When this is switched off, you'll have a tougher time keeping track of your player when he's off the screen, but so will your opponent.

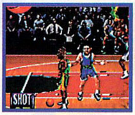
Big Head

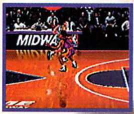
The "big head" codes of past basketball games have proven so popular, Midway decided to include an option for one up front. The heads can sometimes add some challenge by blocking your view of the action!



Shot Clock

Don't like being told how long you can hold onto the ball and when to take a shot? Switch this on for the regulation shot clock and switch it off when you want to take your own sweet time, thanks very much!

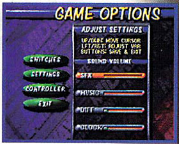




CPU Assistance

CPU Assistance actually helps your computerized opponents, not you. If this switch is activated and you gain a big lead, the computer players will respond by becoming even more aggressive and creative.

Settings


GAME OPTIONS

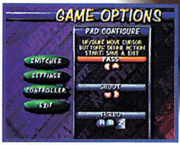
ADJUST SETTINGS

UP/DWN: MOVE CURSOR
LFT/RGT: ADJUST VAR
BUTTONS: SAVE & EXIT

SOUND VOLUME
SFX
MUSIC
DIFF
CLOCK

If you don't want to hear, "Ramma lamma ding dong!" ever again, you can adjust sound effect and music volume as well as difficulty level and clock speed.

Controller


GAME OPTIONS

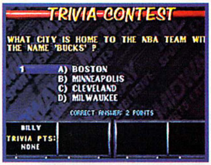
PAD CONFIGURE

UP/DWN: MOVE CURSOR
BUTTONS: DEFINE ACTION
START: SAVE & EXIT

PASS
SHOOT
TURBO
A B Z

This option lets you adjust your Controller set-up to your liking. Each player can have his or her own individual set-up.

TRIVIA POINTS


TRIVIA CONTEST

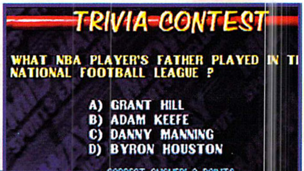
WHAT CITY IS HOME TO THE NBA TEAM WIT
THE NAME 'BUCKS' ?

1 A) BOSTON
B) MINNEAPOLIS
C) CLEVELAND
D) MILWAUKEE

CORRECT ANSWER: 2 POINTS

BILLY
TRIVIA PTS:
NONE

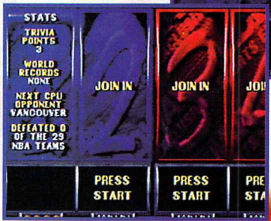
The arcade version of NBA Hangtime included a trivia contest, and that feature has been carried over to the N64 version of the game. You can test your knowledge of NBA facts, figures, famous players and not-so-famous players, and maybe you'll learn something new or surprising along the way, too. Topics include scoring leaders, draft picks, franchise histories, NBA award winners, odd facts and more. For example, do you know what NBA player's father played in the National Football League? The correct answer will net you a couple of trivia points! If you're smart (or lucky) enough to win 100 trivia points, you'll be rewarded with 10 skill points that you can use to boost the attributes of a player you've created! It would probably take a while to build up that many points, but the payoff would be worth the effort.


TRIVIA CONTEST

WHAT NBA PLAYER'S FATHER PLAYED IN TI
NATIONAL FOOTBALL LEAGUE ?

A) GRANT HILL
B) ADAM KEEFE
C) DANNY MANNING
D) BYRON HOUSTON

CORRECT ANSWER: 2 POINTS


STATS

TRIVIA POINTS
3

WORLD RECORDS
NONE

NEXT CPU OPPONENT
VANCOUVER

DEFEATED 0
OF THE 29
NBA TEAMS

Answer: A. Grant Hill's father, Calvin, played for the Dallas Cowboys.

SAMPLE Q&A

Here are a few sample trivia questions for you to ponder. What may seem like a fairly simple question to one person may be an impossible conundrum for another!

Who was the NBA Defensive Player of the Year in 1994-1995?

A. Dennis Rodman **C. Scottie Pippen**
B. David Robinson **D. Dikembe Mutombo**

What country is Arvydas Sabonis from?

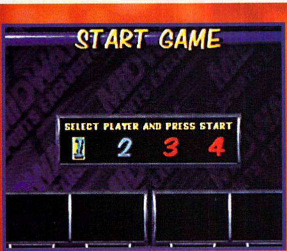
A. Greece **C. Lithuania**
B. Russia **D. Croatia**

What position does B.J. Tyler play?

A. Center **C. Guard**
B. Small Forward **D. Power Forward**

Answers: D., C., C.

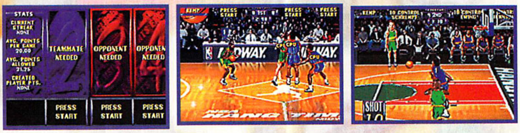
FOUR PLAYERS, FULL COURT!


START GAME
SELECT PLAYER AND PRESS START
1 2 3 4

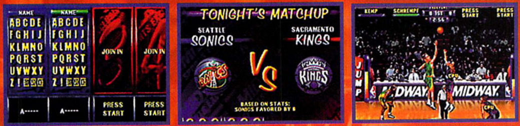
Whether you like to face challenges alone or with a good friend to back you up, NBA Hangtime aims to please. Up to four players can take to the court in five co-operative and competitive play modes. You can choose any open position from one through four at the beginning of each game, and you're not limited by which port your controller is plugged into. For example, the person holding Controller I doesn't have to be Player One.

One-Player

This is your basic game with you against the NBA's computerized best. The computer gives no quarter in this mode, and gone are the days when you'd be able to walk away with a 20-point lead. A lot of your wins will be narrow ones!


STATS
TEAMMATE NEEDED
OPPONENT NEEDED
OPPONENT NEEDED
PRESS START
PRESS START
PRESS START

Your computer-controlled teammate may also be a lot smarter and more creative than you'd first expect. Watch him and tailor your strategy to his moves.


JOIN IN
JOIN IN
PRESS START
PRESS START
TONIGHT'S MATCHUP
SEATTLE SONICS
SACRAMENTO KINGS
VS

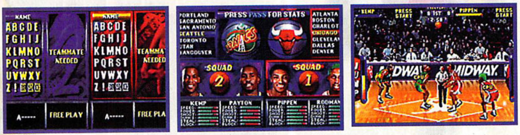
This is where you can really start to experiment with your strategies and tactics. The computer is good, but there's nothing like a live partner.

Two-Player Co-operative

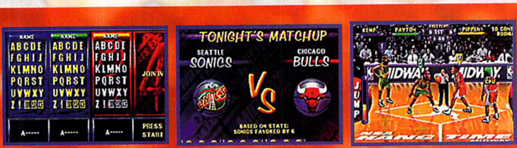
It's now two of you against the world, and things will really start to heat up. You can try to finesse your game and be more daring with moves like double dunks, fast breaks, head fakes that turn into quick passes and more.

Two-Player Competitive

Here's the classic match-up that many video hoopsters would consider to be the ultimate test of their abilities. The winner gets big time bragging rights, while the loser gets a big goose egg in the "win" column for the day's work.


TEAMMATE NEEDED
FREE PLAY
PRESS PASS FOR STATS
SQUAD
SQUAD

Most people choose, by reflex, to control the player that participates in the opening tip-off, but you're not limited to that position.


JOIN IN
PRESS START
TONIGHT'S MATCHUP
SEATTLE SONICS
CHICAGO BULLS
VS

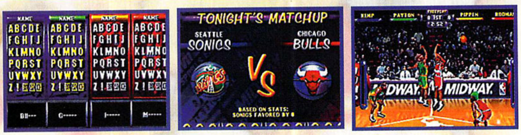
There are lots of training possibilities in this mode: teacher and student against a skilled opponent, two rookies versus one veteran and so on.

Three-Player

Are you one of those players who needs two opponents just to work up a decent sweat? This mode is great for giving a skilled veteran some extra challenge or perhaps for letting a pair of rookies hone their team skills against a worthy opponent.

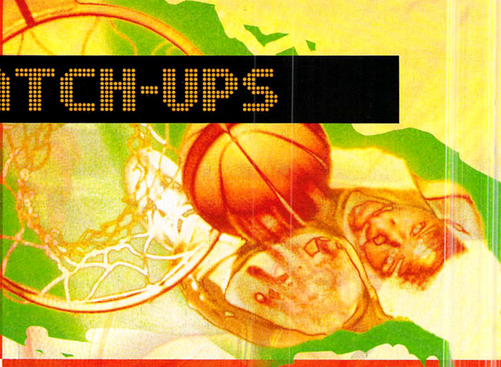
Four-Player

This mode is the ultimate in take-no-prisoners, competitive mayhem. While the computer can wow you with its new-found creativity, there's no way to beat the unpredictability of a four-player, two-on-two contest. It's time for the full court press!


TONIGHT'S MATCHUP
SEATTLE SONICS
CHICAGO BULLS
VS

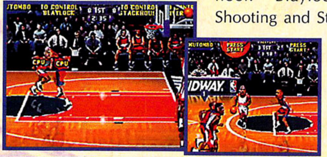
As clever as NBA Hangtime's AI is, it still can't play hunches and whip out fakes like a human can. Trying to fake me out, my friend? Denied!

BEST TEAM MATCH-UPS



Playing this game is a matter of knowing and effectively using your squad's abilities. We've listed the most effective pair, in our opinion, for each of the 29 teams. With substitutions allowed only at halftime and not on the quarter, personnel decisions are more crucial than ever to deciding the outcome of a contest. Keep an eye on your stats and injuries, and good luck!

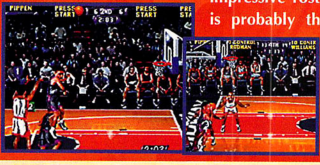
ATLANTA HAWKS


MUTOMBO TO CONTROL BLAYLOCK
1ST
2:35
TO CONTROL STACKHOUSE
CPU
CPU
MUTOMBO
PRESS START
PRESS START
MIDWAY

Blaylock & Mutombo

Mutombo is a powerhouse whose only "weakness" is a small deficit in his ability to Shoot from the floor. Blaylock has Speed, Shooting and Stealing ability, but his lack of Power makes him susceptible to injury. Protect him!

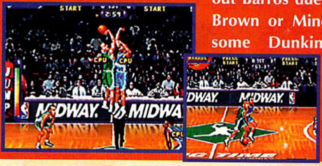
CHICAGO BULLS


PIPPEN
PRESS START
2ND
2:03
PRESS START
TO CONTROL RODMAN
TO CONTROL WILLIAMS

Pippen & Rodman

You were expecting someone else? These two form one of the dream teams of the game with an impressive roster of skills. Kukoc is probably the best all-around choice for a sub, but Longley or Kerr would do just fine.

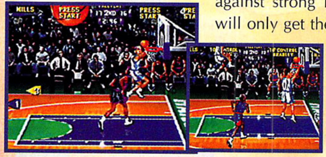
BOSTON CELTICS


START
2:59
START
CPU
MIDWAY
MIDWAY
PRESS START
PRESS START

Barros & Radja

Barros and Radja are a very similar pair to Blaylock and Mutombo. If you need to swap out Barros due to injuries, either Brown or Minor can contribute some Dunking and Stealing strength during the second half.

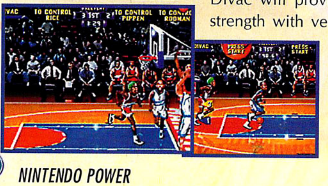
CLEVELAND CAVALIERS


MILLS
PRESS START
2ND
2:56
PRESS START

Mills & Phills

Phills has pretty good Stealing ability, but the focus of this team is Shooting from the floor. When up against strong Blockers, Dunking will only get them in trouble. Hill can provide some good variety as a halftime sub.

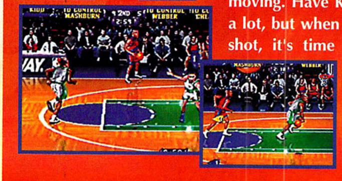
CHARLOTTE HORNETS


TO CONTROL RICE
1ST
TO CONTROL PIPPEN
TO CONTROL RODMAN
DIVAC
PRESS START
PRESS START

Divac & Rice

Rice is a Shooting fool, and if you can set him up, he'll knock 'em down with ease. Meanwhile, Divac will provide the defensive strength with very good Blocking skills and the Power to go toe-to-toe under the basket.

DALLAS MAVERICKS


KIDD
TO CONTROL MASHBURN
2ND
2:51
TO CONTROL WEBBER
MASHBURN
WEBBER

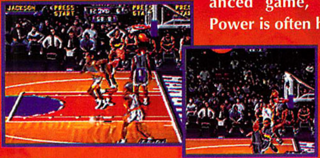
Kidd & Mashburn

The theme of this team is Speed, Speed and more Speed! The key here is to keep them and the ball moving. Have Kidd carry the ball a lot, but when you have a tricky shot, it's time for Mashburn to take the lead.

DENVER NUGGETS

Jackson & McDyess

If your opponents aren't paying attention, Jackson can Steal them blind. McDyess plays a very balanced game, but his lack of Power is often his downfall in the second half. Mix in Ellis or Stith for more Shooting power.



DETROIT PISTONS

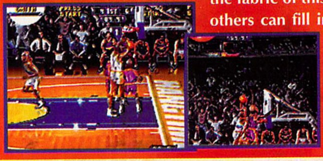
Augmon & Hill

The stat sheets for these two are remarkably similar, with Speed, Shooting, Dunking and Stealing as their strong suits. If you want some variety in your game, though, you might try pairing Hill with the Power-ful Thorpe.

GOLDEN STATE WARRIORS

Smith & Sprewell

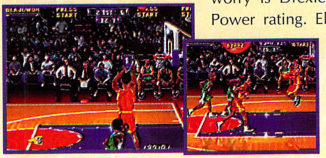
This match-up should come as no surprise to you, with Sprewell's low Blocking stat the only hitch in the fabric of this team. Any of the others can fill in, in a pinch, but you really want to keep your starters healthy.



HOUSTON ROCKETS

Drexler & Olajawon

This is another dream team with both offensive and defensive strength to spare. Your only real worry is Drexler's relatively low Power rating. Elie provides solid back-up with good Speed, Shooting and Dunking ability.



INDIANA PACERS

Miller & Smits

You can build a solid game plan around any of the Pacers, but Miller and Smits get the nod for their Power and Shooting. Their defensive skills could be better, so you'll have to be aggressive and take it to the hoop.

LOS ANGELES CLIPPERS

Rogers & Wright

Overall balance is the hallmark of this team, though you may wish for better Stealing and Blocking. Barry's skill curve looks much like Rogers's, and you can trade some Power for Dunking if you want to swap the two.

LOS ANGELES LAKERS

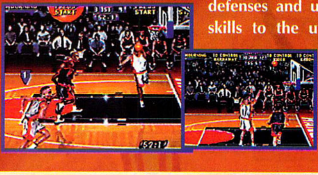
Ceballos & Van Exel

Their Speed and Shooting will strike terror into opponents' hearts, but not their Blocking. You can try to Steal when the ball comes into play, but if you get into any big pushing matches, you'll be hurting pretty quick.

MIAMI HEAT

Hardaway & Mourning

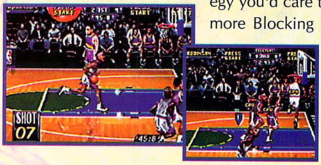
Anyone that goes up against this pair is cruising for a bruising! They can Power their way through most defenses and use their offensive skills to the utmost. What few weaknesses one may have, the other makes up for them.



MILWAUKEE BUCKS

Baker & Robinson

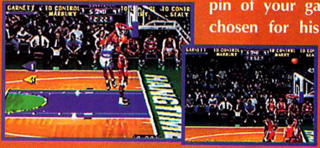
This is another well-balanced pairing that lends itself to most any type of offensive or defensive strategy you'd care to use. If you need more Blocking in the clutch, tap Lang to take Robinson's spot in the second half.



MINNESOTA TIMBERWOLVES

Garnett & Gugliotta

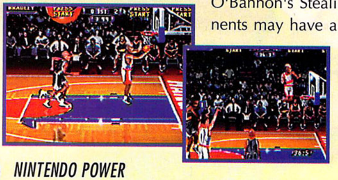
With the Power most of his teammates lack and a good mix of skills, Gugliotta will be the linchpin of your game. Garnett was chosen for his Speed, Dunking and Stealing, but be ready to sub if things get rough early on.



NEW JERSEY NETS

Bradley & O'Bannon

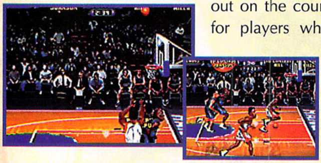
This is one team who won't be asking, "Where's the D?" Between Bradley's Blocking and O'Bannon's Stealing, your opponents may have a hard time getting through to the basket. Their Dunk ratings aren't all that bad, either.



NEW YORK KNICKS

Ewing & Johnson

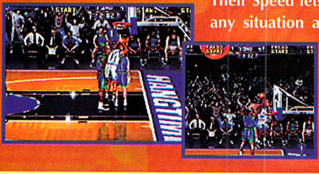
With their great Speed, Power and Blocking skills, Mr. Ewing and Mr. Johnson will command respect out on the court. They're perfect for players who prefer in-your-face action, and they can give and take lots of punishment.



ORLANDO MAGIC

Anderson & Hardaway

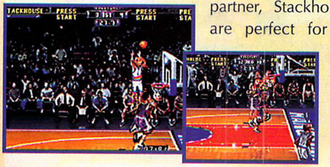
For those who like to pound the boards or play the fast break, these two are the squad for you. Their Speed lets you react fast to any situation and get down the court when you need to, and their Shooting is a joy to behold.



PHILADELPHIA 76ERS

Iverson & Stackhouse

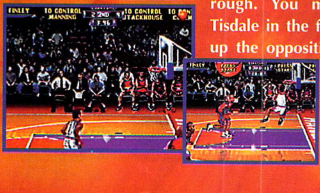
Some of his teammates may be more balanced, but Iverson is the fastest 76er, even faster than his partner, Stackhouse. These two are perfect for playing "keep away," relying on fancy footwork to keep opponents off balance.



PHOENIX SUNS

Finley & Manning

Finley is the offensive standout on this team, while Manning can run interference when things get too rough. You might even field Tisdale in the first half to soften up the opposition, then unleash Finley in the second.



PORTLAND TRAILBLAZERS

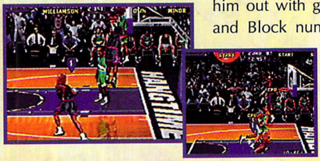
Rider & Robinson

Robinson has solid stats in every category, and you can rely on him to do a lot of the work on the floor. Rider is there for the fast break and the quick Dunk. You'll be fine if you keep a lid on your three-point attempts.

SACRAMENTO KINGS

Richmond&William

Richmond is the driving force, with strong Power, Shoot and Steal ratings. Williamson balances him out with good Power, Dunk and Block numbers. Abdul-Rauf can stand in for Richmond in an emergency, but he lacks Power.



SAN ANTONIO SPURS

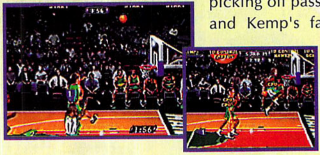
Elliot & Robinson

You'll have little to fear with Robinson and Elliot heading your squad. While they're both outstanding in several categories, Blocking is a particular specialty for Robinson, and an Elliot Dunk is truly a thing of beauty.

SEATTLE SUPERSONICS

Kemp & Payton

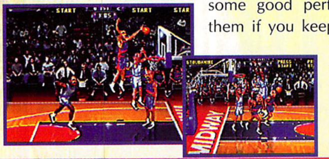
The Sonics gave the Bulls a run for their money last year, largely due to these stars. With Payton picking off passes like clockwork and Kemp's fantastic Dunking, the fast break and alley-oop will become second nature.



TORONTO RAPTORS

Stoudamire & Wright

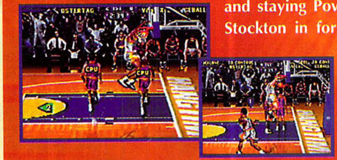
This expansion team has only a season and a half under its belt, but you'll be able to put on some good performances with them if you keep the ball moving. If you want to play rough, though, bench Stoudamire for a half.



UTAH JAZZ

Malone & Ostertag

Malone could probably handle an entire game by himself, but Ostertag helps with good balance and staying Power up front. Put Stockton in for the second half and let him unload three-pointers, but keep him out of harm's way.



VANCOUVER GRIZZLIES

Abdur-Rahim & Peeler

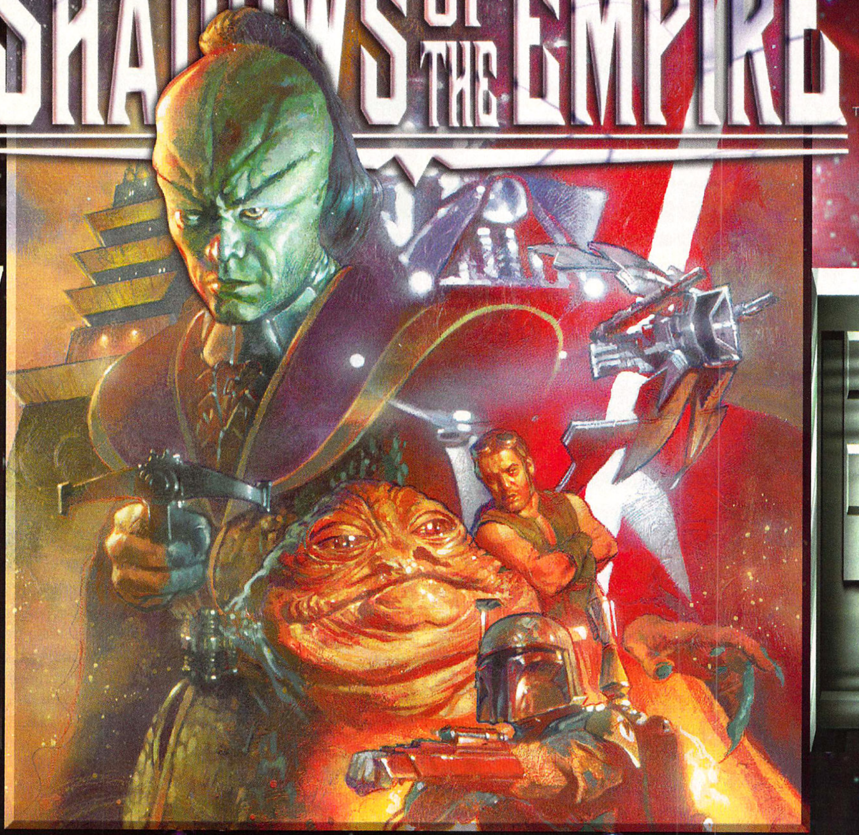
If offensive strength is what you're shopping for, you should take the Grizzlies out for a test drive. You'll have to watch out for the Steal or the turnover, but you'll be able to hit a good number of shots from the arc.

WASHINGTON BULLETS

Strickland & Webber

The only major deficit the Bullets have is in Blocking ability. Most of your squad can Shoot pretty well, so you don't need to favor any one shooter. Keep the ball moving and let whoever has the opening take the shot.

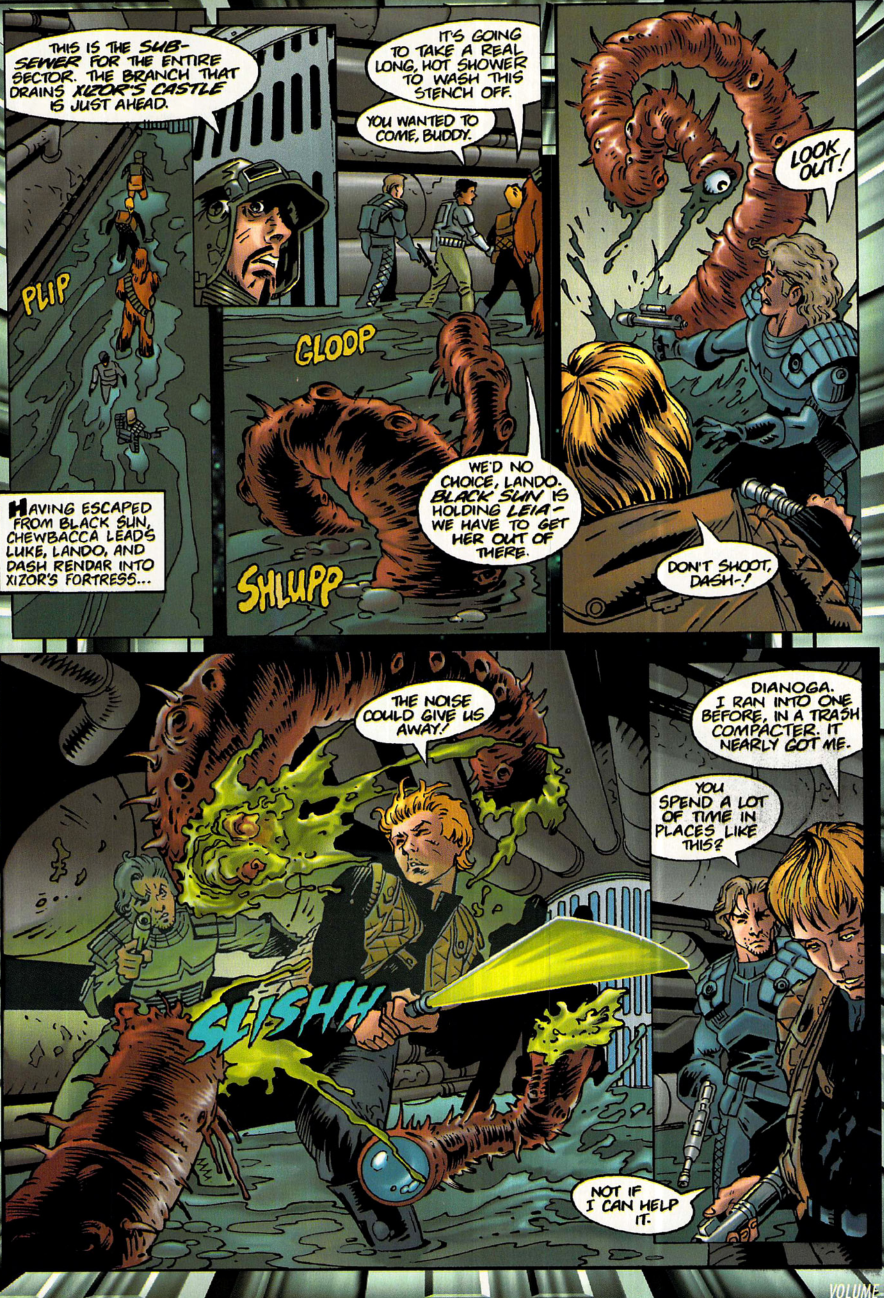
STAR WARS
SHADOWS OF THE EMPIRE™

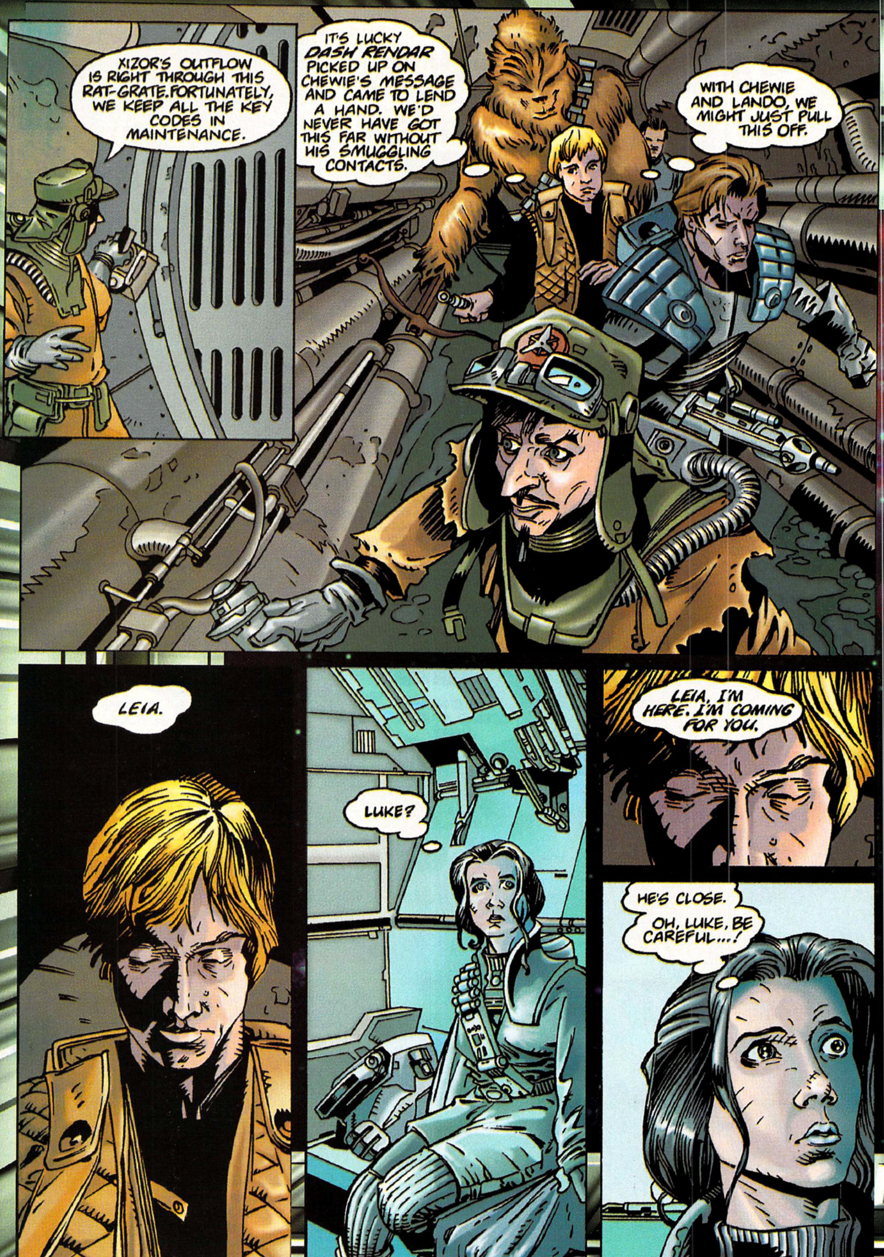


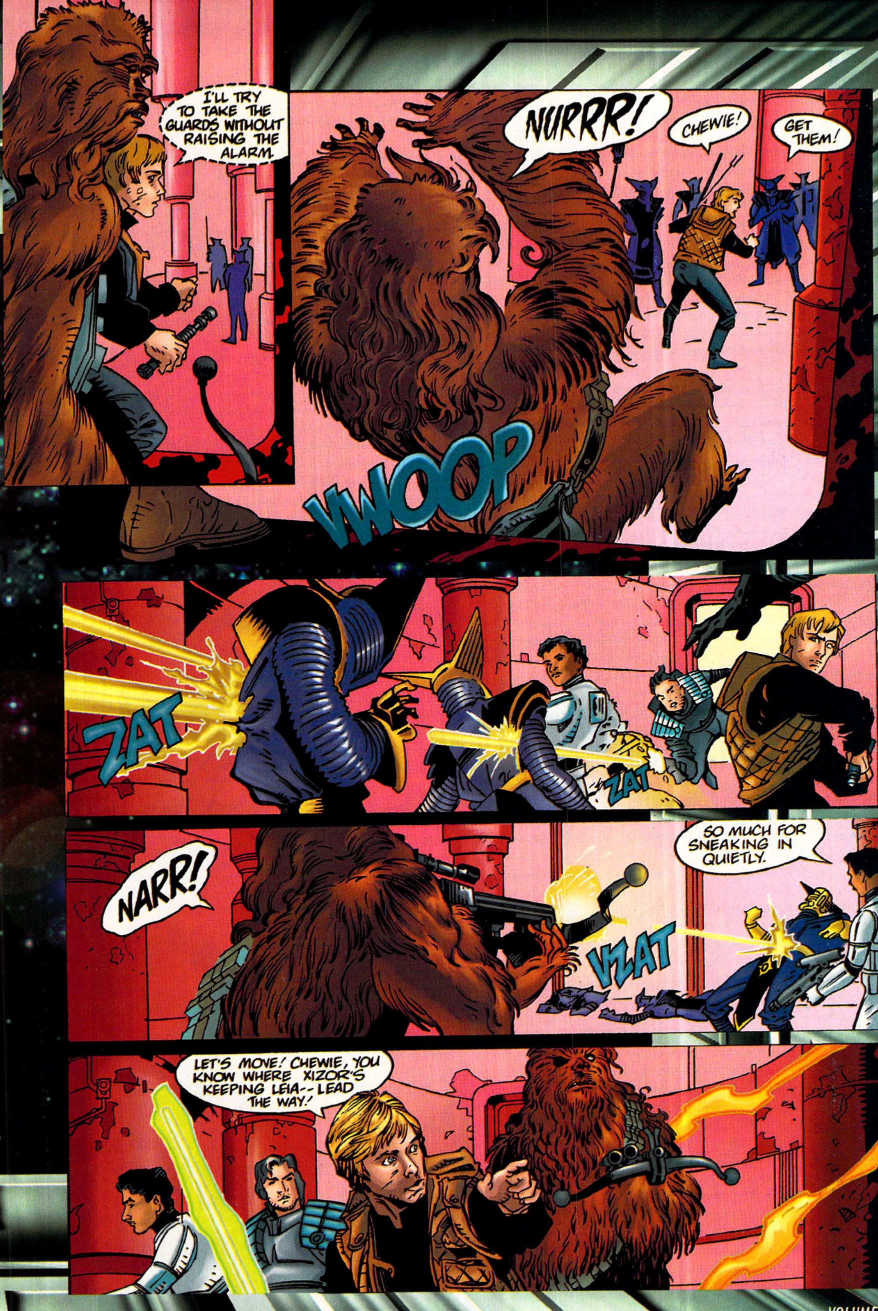
In our fourth installment of excerpts from Dark Horse Comics' graphic-novel epic, *Star Wars: Shadows of the Empire*, Luke Skywalker leads the rescue party of Dash, Lando, and Chewbacca into the stronghold of the Dark Sun criminal organization to find Princess Leia, who is being held against her will by Prince Xizor.

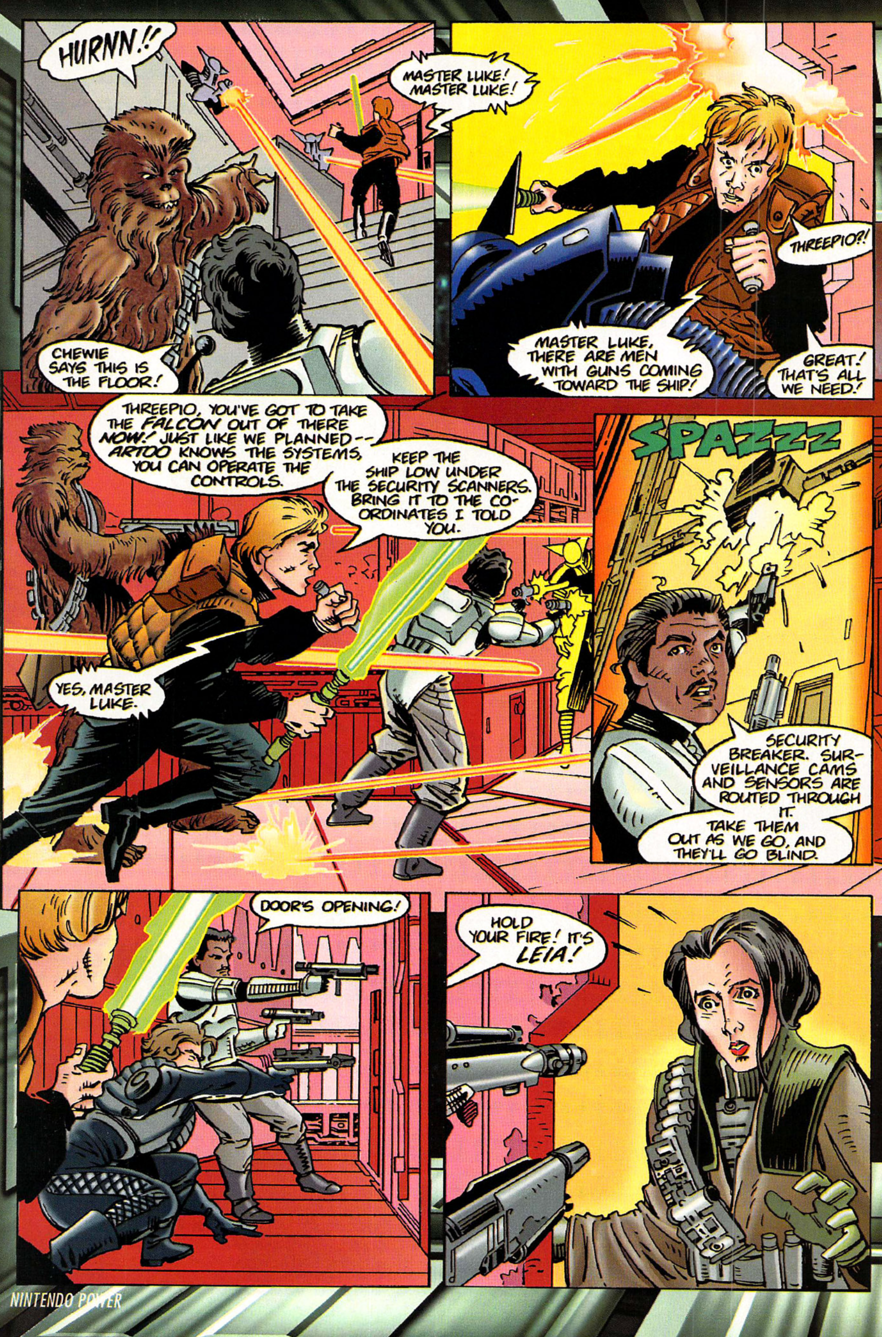
Dark Horse Comics' stories span the entire history of the *Star Wars* universe. Some of the stories follow the exploits of many characters, but others focus on a single star in the *Star Wars* galaxy. For example, two of the most popular villains in the *Star Wars* universe, Jabba the Hutt and Boba Fett, both have appeared in several solo comic adventures. These titles, *Boba Fett— Bounty on Bar-Kooda, Jabba the Hutt— The Gaar Suppoon Hit, Jabba the Hutt— The Hunger of Princess Nampi*, just to name a few, fill in the background stories of these two mysterious villains who are only glimpsed in the movies.

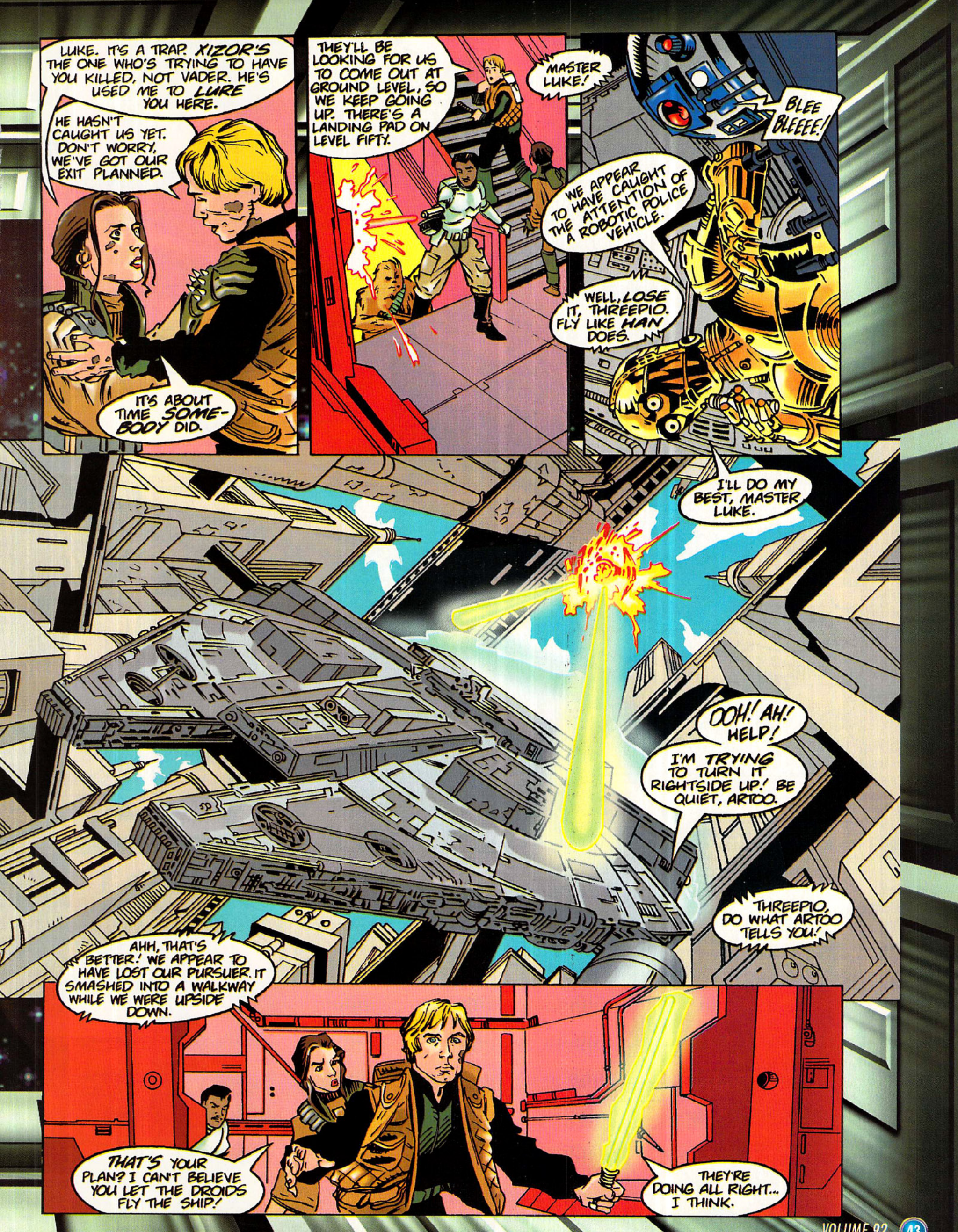
You can find these comics, as well as the complete version of *Star Wars: Shadows of the Empire*, at your local comic book specialty store (phone toll-free 1-888-266-4226 to find a store near you) or you can order them directly from Dark Horse by phoning 1-800-862-0052.

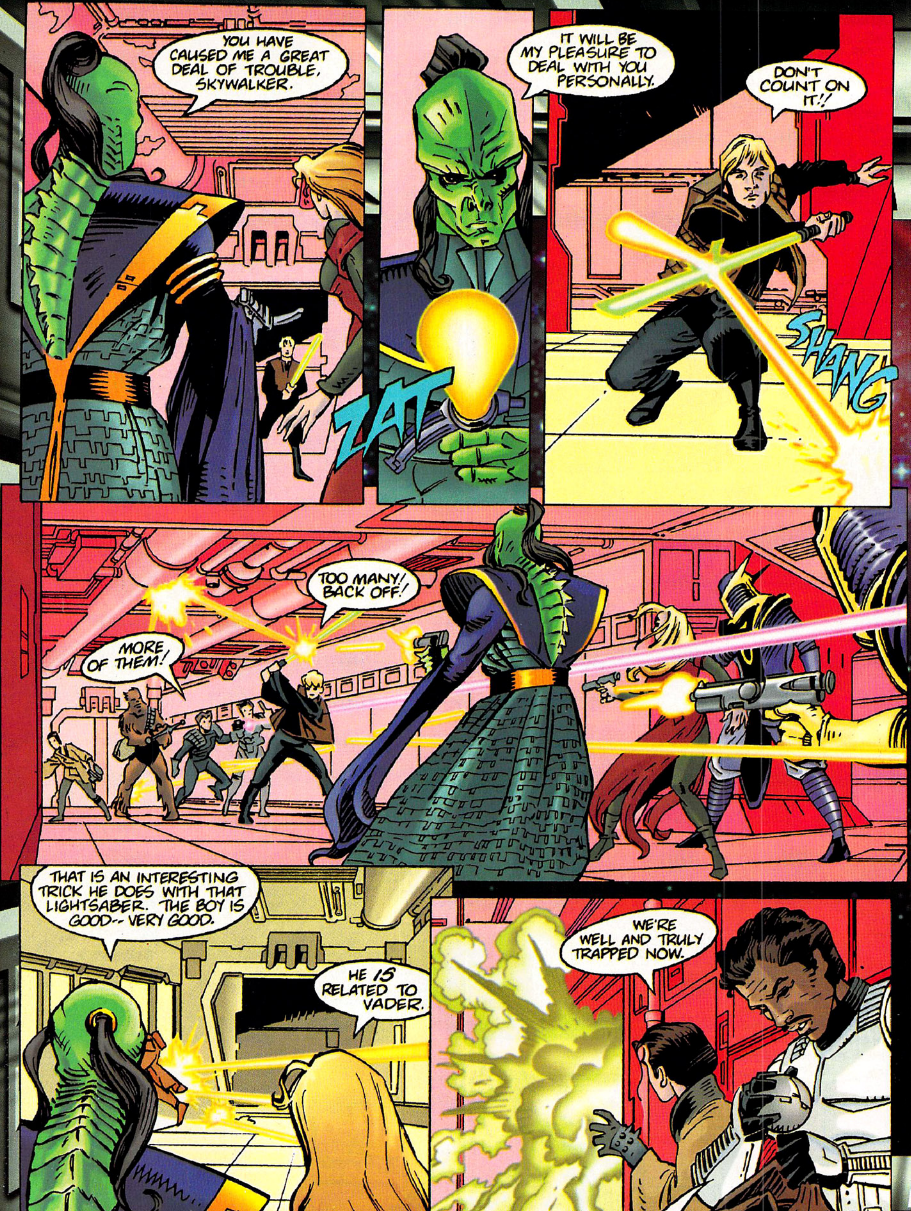

THIS IS THE *SUB-SEWER* FOR THE ENTIRE SECTOR. THE BRANCH THAT DRAINS *XIZOR'S CASTLE* IS JUST AHEAD.
PLIP
HAVING ESCAPED FROM BLACK SUN, CHEWBACCA LEADS LUKE, LANDO, AND DASH RENDAR INTO XIZOR'S FORTRESS...
IT'S GOING TO TAKE A REAL LONG, HOT SHOWER TO WASH THIS STENCH OFF.
YOU WANTED TO COME, BUDDY.
GLOOP
SHLUPP
WE'D NO CHOICE, LANDO. *BLACK SUN* IS HOLDING *LEIA*— WE HAVE TO GET HER OUT OF THERE.
LOOK OUT!
DON'T SHOOT, DASH-!
THE NOISE COULD GIVE US AWAY!
SLISHH
DIANOGA. I RAN INTO ONE BEFORE, IN A TRASH COMPACTER. IT NEARLY GOT ME.
YOU SPEND A LOT OF TIME IN PLACES LIKE THIS?
NOT IF I CAN HELP IT.

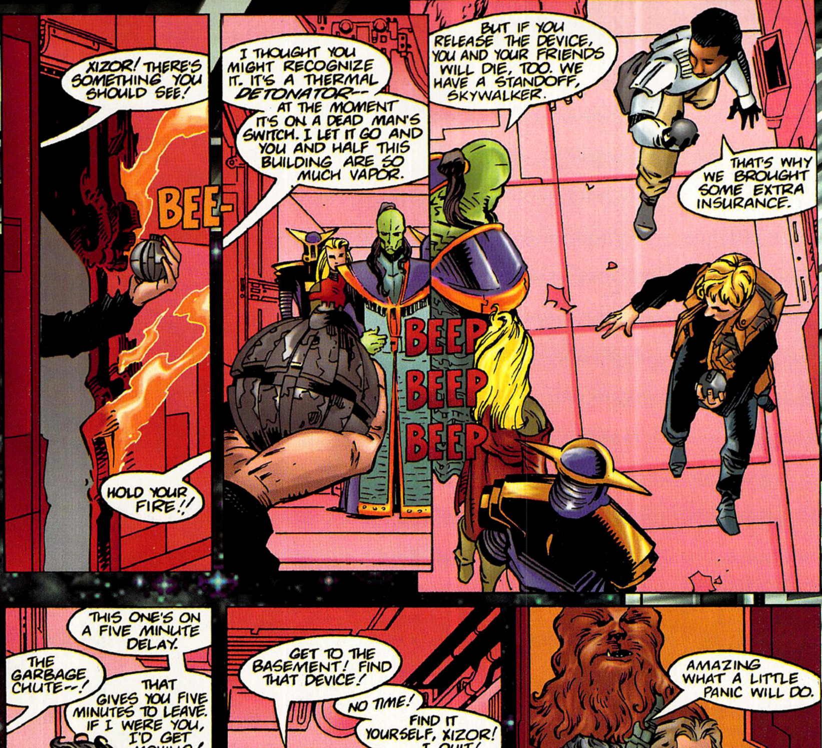

XIZOR'S OUTFLOW IS RIGHT THROUGH THIS RAT-GRATE. FORTUNATELY, WE KEEP ALL THE KEY CODES IN MAINTENANCE.
IT'S LUCKY DASH RENDAR PICKED UP ON CHEWIE'S MESSAGE AND CAME TO LEND A HAND. WE'D NEVER HAVE GOT THIS FAR WITHOUT HIS SMUGGLING CONTACTS.
WITH CHEWIE AND LANDO, WE MIGHT JUST PULL THIS OFF.
LEIA.
LUKE?
LEIA, I'M HERE. I'M COMING FOR YOU.
HE'S CLOSE.
OH, LUKE, BE CAREFUL...!


I'LL TRY TO TAKE THE GUARDS WITHOUT RAISING THE ALARM.
NURRR!
CHEWIE!
GET THEM!
VWOOP
ZAT
ZAT
NARR!
VZAT
SO MUCH FOR SNEAKING IN QUIETLY.
LET'S MOVE! CHEWIE, YOU KNOW WHERE XIZOR'S KEEPING LEIA-- LEAD THE WAY!


HURNN.!!
MASTER LUKE! MASTER LUKE!
CHEWIE SAYS THIS IS THE FLOOR!
THREEPIO?!
MASTER LUKE, THERE ARE MEN WITH GUNS COMING TOWARD THE SHIP!
GREAT! THAT'S ALL WE NEED!
THREEPIO, YOU'VE GOT TO TAKE THE *FALCON* OUT OF THERE *NOW!* JUST LIKE WE PLANNED-- *ARTOO* KNOWS THE SYSTEMS, YOU CAN OPERATE THE CONTROLS.
KEEP THE SHIP LOW UNDER THE SECURITY SCANNERS. BRING IT TO THE COORDINATES I TOLD YOU.
YES, MASTER LUKE.
SPAZZZ
SECURITY BREAKER. SURVEILLANCE CAMS AND SENSORS ARE ROUTED THROUGH IT.
TAKE THEM OUT AS WE GO, AND THEY'LL GO BLIND.
DOOR'S OPENING!
HOLD YOUR FIRE! IT'S *LEIA!*


LUKE. IT'S A TRAP. XIZOR'S THE ONE WHO'S TRYING TO HAVE YOU KILLED, NOT VADER. HE'S USED ME TO LURE YOU HERE.
HE HASN'T CAUGHT US YET. DON'T WORRY, WE'VE GOT OUR EXIT PLANNED.
IT'S ABOUT TIME SOMEBODY DID.
THEY'LL BE LOOKING FOR US TO COME OUT AT GROUND LEVEL, SO WE KEEP GOING UP. THERE'S A LANDING PAD ON LEVEL FIFTY.
MASTER LUKE!
BLEE BLEEEE!
WE APPEAR TO HAVE CAUGHT THE ATTENTION OF A ROBOTIC POLICE VEHICLE.
WELL, LOSE IT, THREEPIO. FLY LIKE HAN DOES.
I'LL DO MY BEST, MASTER LUKE.
OOH! AH! HELP!
I'M TRYING TO TURN IT RIGHTSIDE UP! BE QUIET, ARTOO.
THREEPIO, DO WHAT ARTOO TELLS YOU!
AHH, THAT'S BETTER! WE APPEAR TO HAVE LOST OUR PURSUER. IT SMASHED INTO A WALKWAY WHILE WE WERE UPSIDE DOWN.
THAT'S YOUR PLAN? I CAN'T BELIEVE YOU LET THE DROIDS FLY THE SHIP!
THEY'RE DOING ALL RIGHT... I THINK.


YOU HAVE CAUSED ME A GREAT DEAL OF TROUBLE, SKYWALKER.
IT WILL BE MY PLEASURE TO DEAL WITH YOU PERSONALLY.
ZAT
DON'T COUNT ON IT!!
SHANG
TOO MANY! BACK OFF!
MORE OF THEM!
THAT IS AN INTERESTING TRICK HE DOES WITH THAT LIGHTSABER. THE BOY IS GOOD-- VERY GOOD.
HE *IS* RELATED TO VADER.
WE'RE WELL AND TRULY TRAPPED NOW.
LOOKS LIKE IT'S TIME FOR DESPERATE MEASURES.


XIZOR! THERE'S SOMETHING YOU SHOULD SEE!
BEE-
HOLD YOUR FIRE!!
I THOUGHT YOU MIGHT RECOGNIZE IT. IT'S A THERMAL *DETONATOR*-- AT THE MOMENT IT'S ON A DEAD MAN'S SWITCH. I LET IT GO AND YOU AND HALF THIS BUILDING ARE SO MUCH VAPOR.
BEEP BEEP BEEP
BUT IF YOU RELEASE THE DEVICE, YOU AND YOUR FRIENDS WILL DIE, TOO. WE HAVE A STANDOFF, SKYWALKER.
THAT'S WHY WE BROUGHT SOME EXTRA INSURANCE.
THIS ONE'S ON A FIVE MINUTE DELAY.
THE GARBAGE CHUTE--!
THAT GIVES YOU FIVE MINUTES TO LEAVE. IF I WERE YOU, I'D GET MOVING!
GET TO THE BASEMENT! FIND THAT DEVICE!
NO TIME!
FIND IT YOURSELF, XIZOR! I QUIT!
AMAZING WHAT A LITTLE PANIC WILL DO.
IT GIVES *US* FIVE MINUTES, TOO! IF THE *FALCON'S* NOT AT THE LANDING PAD, *I'LL* BE PANICKING!!

NEXT ISSUE: THE CONCLUSION!

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Color separations by Heroic Age Colors
Lettering by Dave Cooper
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Edited by Peet Janes & Ryder Windham
Special Thanks to Allan Kausch & Lou Bank

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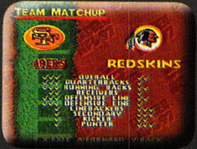
CLASSIFIED INFORMATION

0428 6211 4842 0680

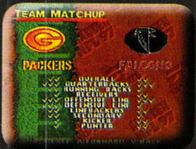
MEMBER IDENTIFICATION #

Classic Teams

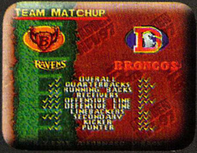
By the time this issue hits the stands, Super Bowl fever will be in full swing. In honor of the great teams of the past, we're offering these classic and special team codes. Select the Play Now mode, highlight a team and enter the appropriate code (L=L Button, R=R Button, S=Select) to get that team's vintage counterpart.


TEAM MATCHUP
49ERS
REDSKINS

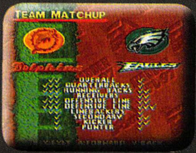
1988 Forty-Niners:
Press B, A, Y, Y, R.


TEAM MATCHUP
PACKERS
FALCONS

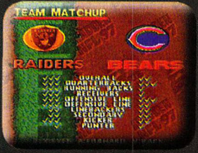
1966 Packers:
Press S, R, B, A, Y.


TEAM MATCHUP
RAVENS
BRONCOS

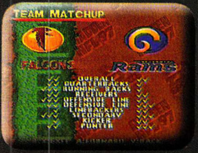
1986 Browns: Choose Ravens, press B, Y, R, R, Y.


TEAM MATCHUP
Dolphins
EAGLES

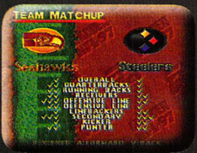
1972 Dolphins:
Press A, L, L, B, S.


TEAM MATCHUP
RAIDERS
BEARS

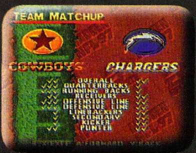
1976 Raiders:
Press B, R, A, L, Y.


TEAM MATCHUP
FALCONS
Rams

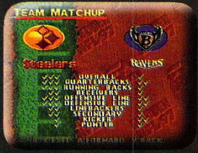
1980 Falcons:
Press A, L, L, Y, R.


TEAM MATCHUP
Seahawks
Steelers

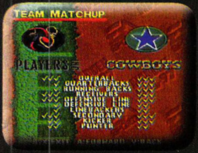
1978 Seahawks:
Press A, R, R, Y, Y.


TEAM MATCHUP
COWBOYS
CHARGERS

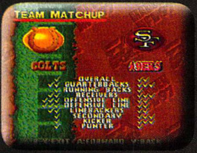
1977 Cowboys:
Press B, A, R, R, Y.


TEAM MATCHUP
Steelers
RAVENS

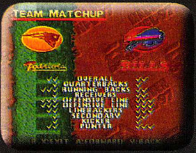
1978 Steelers:
Press S, L, A, S, R.


TEAM MATCHUP
PLAYERS
COWBOYS

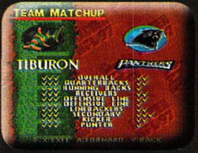
NFLPA: Choose All-Madden, press A, L, L, A, L, L.


TEAM MATCHUP
COLTS
49ERS

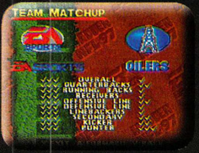
1970 Colts:
Press B, R, S, S, Y.


TEAM MATCHUP
BILLS

1985 Patriots:
Press B, L, Y, S, A.


TEAM MATCHUP
TIBURON
PANTHERS

Tiburon: Choose Jaguars, press S, Y, S, R, L.

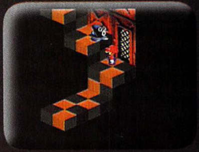

TEAM MATCHUP
EA SPORTS
OILERS

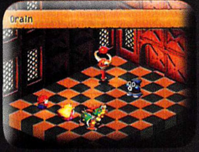
EA Sports: Choose Panthers, press L, A, R, R, Y.

SUPER MARIO RPG

Turbo Level-Building Trick

This level-building trick is especially good if you have a controller with a turbo option. When you reach Booster's Tower, equip everyone with Trueform Pins. Go up to the second floor of the tower where there is a troop of Snifits tumbling down a staircase. Face the stairs and set your A Button to turbo. You'll automatically fight a continuous stream of enemies, and the occasional HP Max bonuses you'll win should be enough to keep the party going. When it's time to choose an attribute to increase, you'll automatically select "HP."


The Snifits will tumble down in an endless stream.

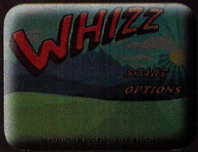


The Trueform Pins will counteract the Snifit's spells.

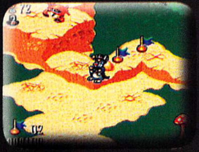
WHIZZ

Infinite Energy and Level Select

To bestow infinite energy on our harried hare, go to the Start/Options screen and press Up, L, X, B and Start simultaneously. Hold these buttons until the screen fades to black. If this extra power isn't enough to get you through a particularly tough area, press and hold Start and Select simultaneously to skip to the next stage. This code may not work unless the Infinite Energy code has been entered.



After the Start screen fades, release all buttons and begin your game as normal.



The Stage Skip code can be used at any point in the game.

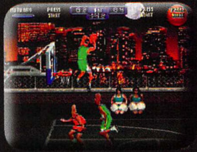
NBA HANG TIME

Hidden Courts and Cheats

We promised to reveal more cool codes for this terrific game, and here they are! The effects of the cheat codes are subtle, and they can be finicky in one-player games.

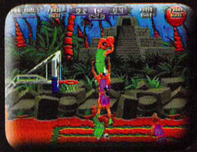
Rooftop Court

To access the special Rooftop at Night court, press Left, Left+Y, Left and Left+Y on the Match-Up screen.



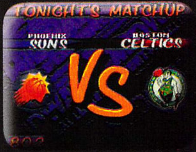
Jungle Court

If you've always wanted to shoot hoops in the middle of the Amazon, now's your chance! Press L, R, Select, Start, Up, Down, A, B, Y and X on the Match-Up screen.



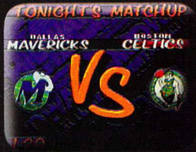
Max Power

To input the Max Power numerical code, press Y eight times and A twice on the Match-Up screen. The number "802" should appear in the code box. This will max out your team's Power ratings.



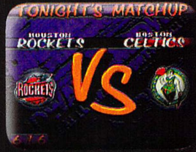
Fast Pass

To increase your Passing ability to the max, press Y once and B twice on the Match-Up screen. The number "120" should appear in the code box.



Max Block

To become a Blocking fool, press Y six times, B once and A six times on the Match-Up screen. The number "616" should appear and flash in the code box.

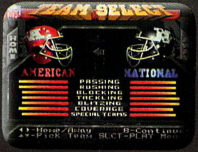


Tricks and Cheats

Continuing with our football focus, here are some tricks and cheats for NFL Quarterback Club '96. First down!

NFC and AFC

To add the NFC and AFC teams to the Pre-Season mode roster, press Y, B, Y, B, Y and B on the Copyright screen.


TEAM SELECT
AMERICAN
NATIONAL
PASSING
RUSHING
BLOCKING
TACKLING
BLITZING
COVERAGE
SPECIAL TEAMS

Fumble/No Fumble

To make the first two tackles of every play a fumble, press A, Y, B, A, Y and B on the Copyright screen. To disable fumbles, press B, Y, B, Y, B and Y on the Copyright screen.

Rough Stuff

Pressing B, Y, Start, Start, Start and Start on the Copyright screen will enable you to continue tackling the ball carrier, even after the play is over.

Acclaim
Acclaim

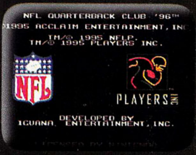
Speed/Dive Modes

Press B, Y, A, A, Y and Start on the Copyright screen to give all players unlimited speed bursts. Press A, Y, Start, Start, Y and B to change all dives into up-and-over dives.

Acclaim
Acclaim
DOLPH

Rookie Mode

To change whichever team you choose into a rookie squad, press Start, Y, Down, Y, Start and Start on the Copyright screen before you select a team.



NFL QUARTERBACK CLUB '96™
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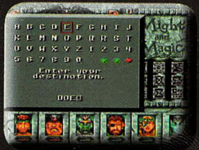
TM/© 1995 PLAYERS INC.
DEVELOPED BY
IGUANA ENTERTAINMENT, INC.

NFL
PLAYERS INC

Special Portal Codes

If you're a Might and Magic III fan, then you'll truly appreciate the help you'll get from these teleporter codes! If you need some quick cash at the beginning of the game, go to the Fountain Head portal at coordinates X1-Y10 and enter DOE as your destination. You'll appear in a room with piles of treasure worth 2,000,000 gold pieces! Now ask Mr. Wizard for help, and he'll transport you back to Fountain Head. If you'd like to grab the King's Ultimate Power Orb right away, enter the portal and input ORB as your destination. You'll be whisked immediately to the Orb's location! To see the end of the game, input BLASTOFF as your destination, then enter 645231 as the initialization sequence.


Enter your destination.
DOE
Might and Magic

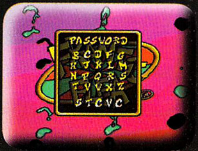
Enter these destination codes in capital letters.

Might and Magic

You'll find two piles of gleaming treasure!

Final Stage Password

To skip straight to the final Prison stage, enter S, T, C, V AND C as your password.


PASSWORD
STCVC

Enter this password as normal.

You'll still need to figure out how to get them all out!

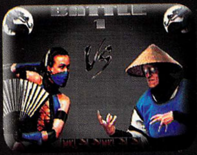
CLASSIFIED INFORMATION

MORTAL KOMBAT TRILOGY

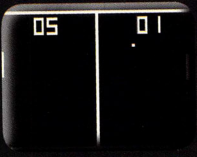
Kombat Kodes

Enter these Kombat Kodes on the Vs. screen in Two-Player mode using the left, top and right C Buttons. For example, to make the power bars disappear, Player One should press the left C Button nine times, the top C Button eight times and the right C Button seven times. In the meantime, Player Two should press the left C Button once, the top C Button twice and the right C Button three times.

No Powerbars	987-123
Disable Throws	100-100
P1 Handicap	033-000
P2 Handicap	000-033
Quick Uppercut Recover	788-322
Randper (Random Morph)	460-460
Dark Fighting	688-422
Psycho Kombat	985-125
Shooter Game	642-468
Tennis Game	246-246
Disable Kombos	722-722
Disable Special Moves	555-556
P1 Inflict Half Damage	390-000
P2 Inflict Half Damage	000-390
Both Inflict Half Damage	390-390
Power Bar Regenerate	975-310
Super Regenerate	024-689



If there is a zero in the code, the corresponding button doesn't need to be pressed.



The fate of the universe will be decided by...a game of ping pong?!

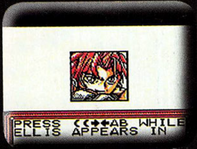
BATTLE ARENA TOSHINDEN

Hidden Characters & Super Powers

As you conquer this game on each difficulty level, it will reveal secret characters and powers for you to use. We've got them all right here, so get ready to rumble!

Gaia & Sho

After you defeat the game in Easy mode, wait for Ellis's demo to start, then press Right, Left, A and B. You'll then be able to play as Gaia and Sho.



PRESS ◀◀▶◀AB WHILE
ELLIS APPEARS IN

Jet Mode

To activate Jet (speed up) mode, first defeat the game on Normal mode. Now press Up, Up, Select, A, Down, Down, Select and B on the Title screen.

HYIN
TIME
28
DUK
1P
2P

Scorcher

Scorcher mode allows you to use all of the special moves in the game. Defeat the game on Normal mode, then press Select three times when the Takara logo drops down.

Gaia 2 & Uranus

To access Gaia, Sho, Gaia 2 and Uranus, first defeat the game on Hard mode. Now press Up, Down, A, B, Left, Right, A and B during Ellis's demo.

UKE
ELL
1P
2P

Experts, shmexperts! If you've got an awesome tip or a killer code, send it in! We'll print your stuff alongside the pros' codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

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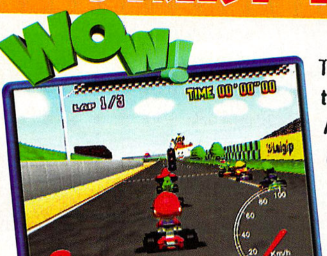
MARIO KART 64™

LADIES AND GENTLEMEN

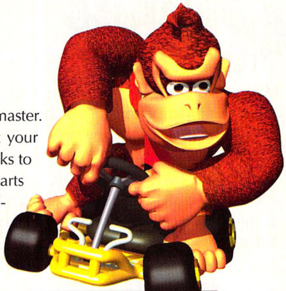
START YOUR ENGINES!

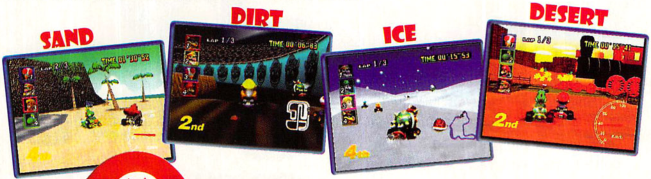


The Mario Kart magic is back, on your Nintendo 64! More tracks, more racers and more fun are zooming your way! Although it will still be a month or so before Mario Kart 64 is released in North America, we couldn't pass up the chance to review the Japanese version. While some of the details may change between our review version and the final version, we'll just touch on the general features of the game and save the details for our in-depth strategy review NEXT ISSUE!

WHAT'S NEW AND COOL ABOUT NINTENDO 64'S MARIO KART?

Mario Kart has always been about fun. Some may be turned off by the game's cute graphics, but beneath the humorous exterior lurks a mean, lean, racing machine. Mario Kart features great attention to detail and a commitment to long term play value. As in the classic Super NES game, each of the eight different racers has slightly different handling. There are 20 different courses (16 race, 4 arenas) in all, each with their own challenges to master. New items have been added to boost your speed or take out your opponent. Thanks to the power of the Nintendo 64, the karts have very realistic handling over a variety of surfaces such as sand, dirt, ice, and desert.

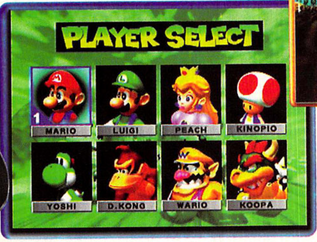




DONKEY KONG
Donkey Kong is powerful and can knock most other racers out of his way. He has good top speed.

THE GAME'S GOT CHARACTER!

Sure they're cute, especially with their computer rendered art style, but the racers in Mario Kart 64 mean serious business. Each differs subtly in speed, acceleration, weight and other intangible areas. You'll have to try them all to discover your favorite!



PEACH
The Princess may be a lightweight but she can put the pedal to the metal with the rest of them. She has great acceleration.

MARIO
Mario is a good choice of character to learn the rules of the road.

WARIO
Wario is one of the best of the heavy racers. He's powerful enough to knock others out of his way, but he also has good acceleration.

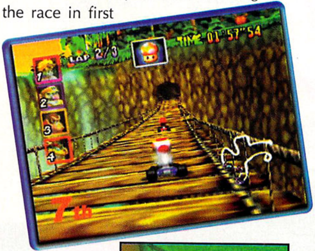
FLASH!

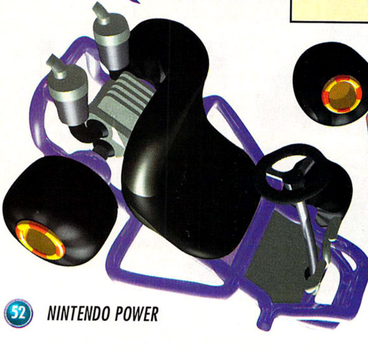
MULTIPLE MODES

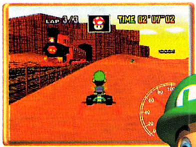
Mario Kart 64 has the same modes as its illustrious predecessor: Mario GP (Grand Prix), Time Trial, Versus and the ever popular Battle Mode. The most importance difference, besides the new tracks and characters, is that Mario Kart 64 can be played by up to four players simultaneously!

MARIO GP

In Mario GP mode you race against CPU controlled characters in a series of four races. You can also play this in two player mode. You earn points for finishing the race in first through fourth place, and in fact you need to finish in fourth or higher to advance to the next course. The racer with the most points at the end of all four races wins. The computer racers are very crafty in Mario Kart 64, and they will use their items wisely. There are three different difficulty levels corresponding to the engine sizes of the karts: 50cc is the easiest, and 150cc is the most difficult.

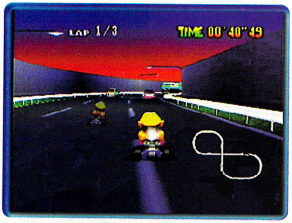






TIME TRIAL

In Mario Kart 64 Time Trial mode, your Controller Pak will save every detail about your best races on each course. That way, once you have established a record on a course, you can race against a "ghost" who will follow the exact route of your best race. In order to use this feature, you will need one Controller Pak with no data on it.

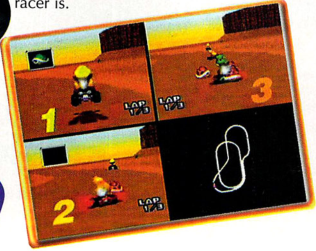


TOAD

Super lightweight and fast, Toad can be one of the best racers if he doesn't get bullied by the bigger guys.

VERSUS

This is the head-to-head mode in the game. You can play in this mode against one, two or three human opponents. The game will keep track of your win-loss record as you play so you'll know who the best racer is.

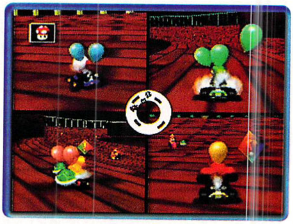


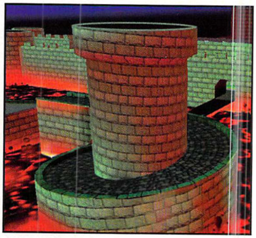
LUIGI

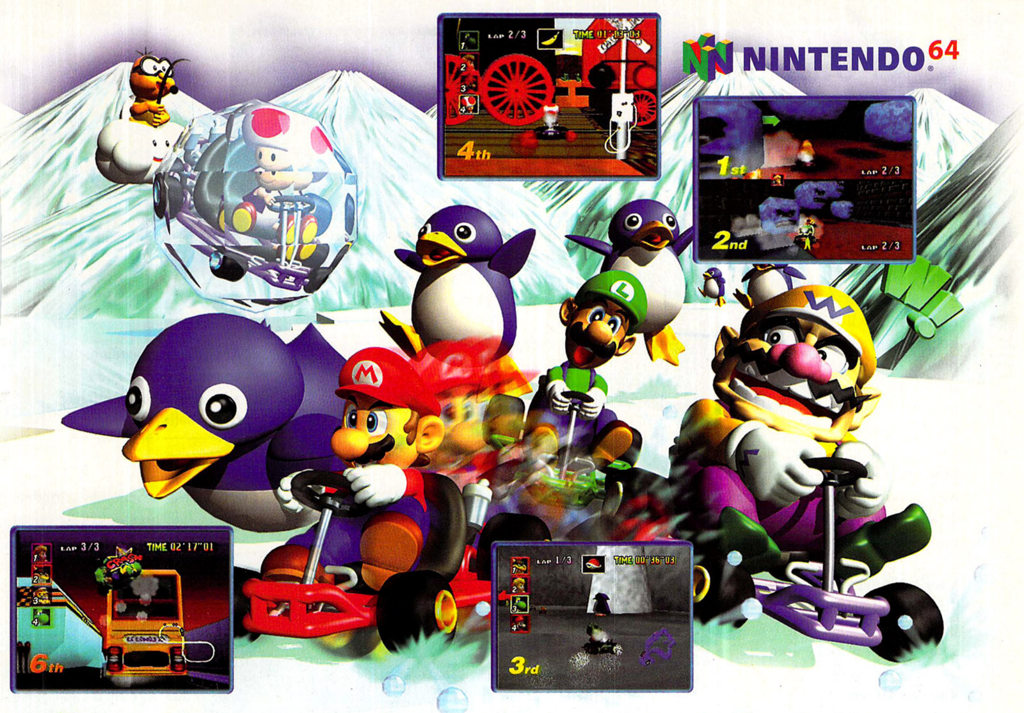
Much like his brother, Luigi is a good all-around racer.

BATTLE MODE

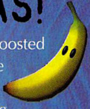
Four new, multi-level Battle mode arenas await your challenge. Unlike the courses in SNES Super Mario Kart, these arenas have multiple levels with ramps, sky bridges, sloping floors and other terrain features that make the hunt for your opponent much more challenging. The new arsenal of items in Mario Kart 64 will be especially useful in Battle mode! Best of all, you can battle with up to four players! Red Shell, anyone?





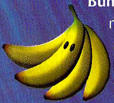


GO BANANAS!



Souped up Shells and boosted bananas make this the most out-of-control item-fest yet! Rather than having limited numbers of item blocks on the track, the Item Boxes will regenerate after you've collected the item inside. There are also usually several bunches of Item Boxes on each track, so you will likely get 3 or 4 items per lap.

Triple Shells–Your favorite projectile weapons are available in both single and multiple versions. The Triple Shell item will give you three shots. If you press the button once, the shells will orbit your character, creating a shield against bananas on the track.



Bunch of Bananas–There are also multiple banana items. If you activate this item, a trail of bananas will follow your kart. You can drop or toss multiple bananas, or drag the string of peels across the path of a rival.

Fake Item Box–You can drop this right in front of your opponent to make him wipe out, or you can cleverly place it near normal Item Boxes to fake them out.

Spiny Shell–The blue Spiny Shell will tenaciously seek out the first place kart, and woe be to any who drive in its way!

Mushrooms–Item Boxes will also yield new varieties of speed-boosting mushrooms. The Triple Mushroom item gives you three speed boosts, and the Super Mushroom gives you multiple speed boosts for a limited time.

Thunderbolt–This attacks all the other karts, shrinking them and making them vulnerable to being squished!

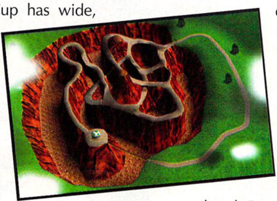
Ghost–Use this to snatch another player's item, and turn temporarily invisible.

CRASH COURSES!

MUSHROOM CUP

Luigi Raceway

A great course to start on, the first track in the Mushroom Cup has wide, sweeping turns. Some gentle elevation changes will help you learn how to deal with the more severe dips and valleys in the other courses.



Moo Moo Farm

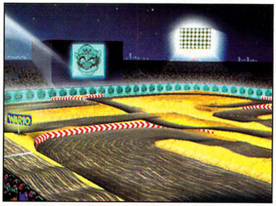
Moo Moo Farm is a rugged course with easy turns. Watch out for the moles that pop out of the ground in this track!

Koopa Troopa Beach

The sandy beaches make for loose handling in this course. It has an obvious short-cut that is tricky to reach!

Kalimari Desert

An old fashioned train runs interference on this desert layout. If you hear the railway crossing signals, slow down and let the train pass!



FLOWER CUP

LAP 1/3
TIME 00'22"93
1st

Kinopio Highway

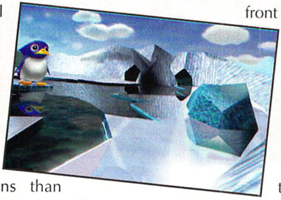
There's nothing like playing in traffic, and that's what you'll have to do on this crowded track. The trucks and cars are slow moving but will wipe you out if you hit them.

Frappe Snow Land

Snow is piled high on the sides of the narrow raceway in this course. Look out ahead, Penguin Crossing!

Choco Mountain

Watch out for falling rocks as you race up narrow mountain paths in Choco Mountain. Fall off the track and you'll lose a lot of time, so take it slow.



Motor Speedway

Mario's Speedway has a narrower track and more twists and turns than Luigi's, but it is almost completely flat.

STAR CUP

Wario Stadium

Wario's huge hippodrome seems like one of the longest courses in the game. With all its bumps and hills, it could host a monster truck rally!

Sherbet Land

Virtually the entire surface of this course is icy slick, making for some very tricky handling. The water in the center of the course is freezing, too!

KOOPA

Koopa's heavyweight coupe rules the road with slow acceleration but excellent power.

Toadstool Turnpike

What the Princess wants, the Princess gets! She's got a full kart race course out in front of her castle, complete with a super jump that'll make you lose your lunch!

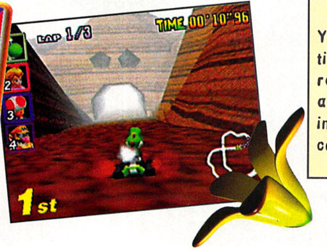
Koopa Castle

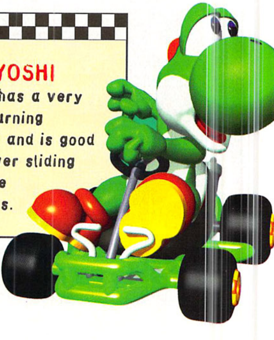
Not to be outdone, Koopa built a kart course through his castle! Unfortunately, he didn't notify his Thwomp guards he'd be having visitors.

SPECIAL CUP

Of course, there is a Special Cup you can reach after you have beaten all the other circuits. This Cup contains some of the toughest and longest courses in the game. Just wait until you see Rainbow Road in all its 64-bit splendor!

LAP 1/3
TIME 00'28"16





YOSHI

Yoshi has a very tight turning radius and is good at power sliding into the corners.

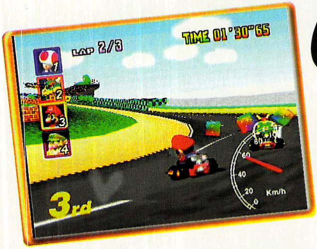
MR. KONNO

KNOWS MARIO KART

While we were at the Shoshinkai Video Game Show in Japan, where Mario Kart 64 was first unveiled to the eager Japanese public, we were fortunate enough to get a chance to talk briefly with Mr. Miyamoto, Mr. Tezuka and Mr. Konno. Mr. Miyamoto is well known to anyone who has played a Mario game. Mr. Tezuka also worked on the Mario and Zelda series, and helps on other games from Nintendo Co. Ltd's EAD R&D department. Mr. Konno was the Director of Mario Kart 64, and was in charge of the everyday management of the product. He answered a few of our questions about the new Mario Kart 64 game.

Nintendo Power: Both Wave Race 64 and Mario Kart 64 came from EAD, and they are very different racing games. What was the reason behind making these games play so differently?

Mr. Konno: The games were made for two different markets, really. Wave Race 64 was designed to be more real and is for an older audience, maybe 12-18 years old, while Mario Kart 64 is for all ages.



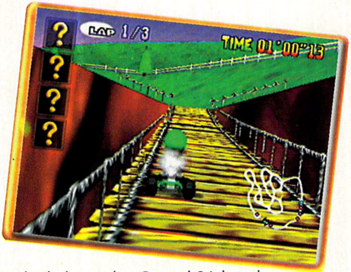
Nintendo Power: So Mario Kart 64 is supposed to be easier?

Mr. Konno: The enemies in both games are very intelligent, but in different ways. Both games should challenge players in different ways.

Nintendo Power: Who is the best racer in Mario Kart 64?

Mr. Konno: Well, at first it might seem like Kinopio (Toad) is the best, but... You'll have to find out for yourself. Players will find their own favorite.

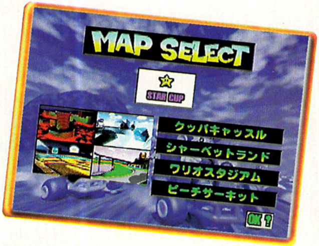
Nintendo Power: What kinds of things did you want to make different in Mario Kart 64, compared to Super NES Super Mario Kart?



Mr. Konno: We wanted to use the new Nintendo 64 controller to the best advantage. We were originally planning to use both the analog Control Stick and the digital Control Pad, but we eventually focused our efforts on making the analog Control Stick as useful as possible.

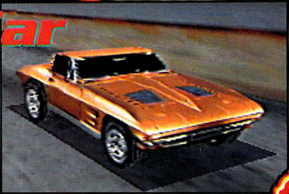
Nintendo Power: How did you end up using the Control Stick to make the play control different in Mario Kart 64?

Mr. Konno: Actually, when we were designing the game, we wanted it to feel like the player is controlling an RC car, because people in our target age group have experience in driving those kind of cars. If you play this game and get this feeling, then we will be happy because we accomplished our goal.



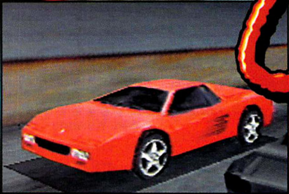
'63 Muscle Car

Top Speed: 145 MPH/233 KPH
Skid Pad: 0.89 G
Aerodynamics: 0.39
0-60 mph: 2.98 Sec
Power: 462 HP 454 CID V8



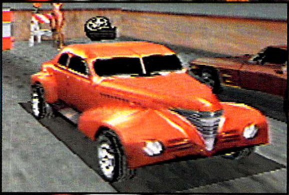
Italia P69

Top Speed: 144 MPH/231 KPH
Skid Pad: 1.01 G
Aerodynamics: 0.28
0-60 mph: 2.88 Sec
Power: 472 HP V12 DOHC 48V



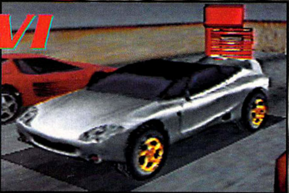
La Bomba

Top Speed: 142 MPH/228 KPH
Skid Pad: 0.98 G
Aerodynamics: 0.45
0-60 mph: 2.51 Sec
Power: 580 HP SUPER-CHARGED V12



Devastator VI

Top Speed: 147 MPH/236 KPH
Skid Pad: 0.85 G
Aerodynamics: 0.25
0-60 mph: 3.15 Sec
Power: 395 HP TWIN TURBO V6



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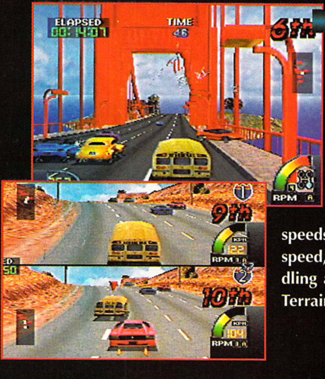
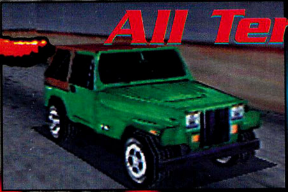


Get Into High Gear!

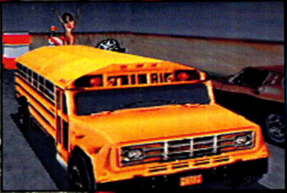
You've been revving your engines since William Entertainment's Cruis'n USA was announced for the Nintendo 64, and now that the game is finally here, it's time to get into gear! With four great cars to choose from (along with three more that can be accessed with secret codes), and 14 incredible courses, the first M64 auto racer is a gas! Before we take a closer look at the courses, let's take a brief look at the lineup of cars. The '63 Muscle Car is average in all abilities, and thus the perfect pick for first-time players. The Italia P69 makes up in handling what it lacks in speed, so it's great car for taking on the tight turns. The Devastator and the Police Car have the best top speeds, so these cars demand lightning-fast reflexes to control. The La Bomba has moderate speed, the best acceleration, and it handles like a dream off road. The School Bus has poor handling and acceleration, but, boy, can it plow through the cars! And finally we have the All-Terrain Vehicle, which is a lot like the Muscle Car, but it's tops in off-road racing.

All Terrain Vehicle



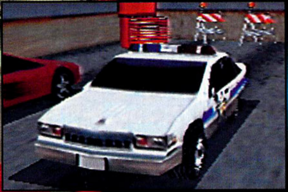
Top Speed: 149 MPH/239 KPH
Skid Pad: 0.89 G
Aerodynamics: 0.50
0-60 mph: 2.88 Sec
Power: 493 HP 460 CID V8

School Bus



Top Speed: 159 MPH/255 KPH
Skid Pad: 0.57 G
Aerodynamics: 0.61
0-60 mph: 3.15 Sec
Power: 1100 HP BLOWN NITROUS-INJECTED V8

Police Car

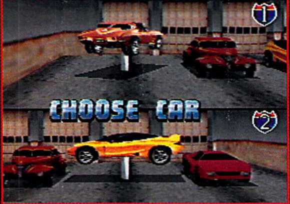


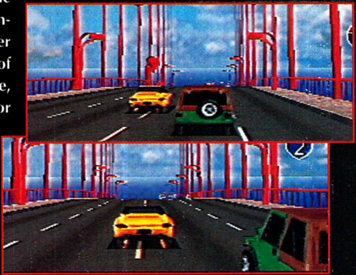
Top Speed: 147 MPH/236 KPH
Skid Pad: 0.85 G
Aerodynamics: 0.29
0-60 mph: 3.12 Sec
Power: 400 HP 454 CID V8

Upgrading Your Game

You can upgrade all seven cars by driving them into first place in the race across the USA. By finishing first at even higher skill levels, you can keep improving the cars up to three times! Do the math: to really complete the game, you'll have to finish the entire race in 28 different cars!

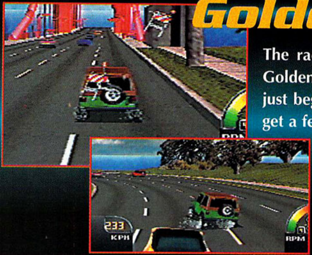
Face Off or Tag Team



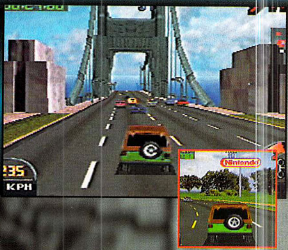


If you and a friend decide to play in the two-player, split-screen mode, remember that there will still be eight other racers sharing the road, and if one of you doesn't finish a stage in first place, it's back to the start of that stage for both of you! The player who finishes the entire race with the overall best time will have his or her car upgraded. If you both want to upgrade your cars as quickly as you can, one of you can stay a couple of car lengths behind the other to block any potential passers. That way, at least one of you is guaranteed to finish first! After one of you has your car upgraded, switch positions in the next US race so that the new, improved car becomes the blocker!

Golden Gate Park

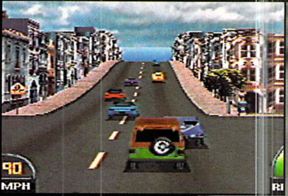


The race gets off to a great start in San Francisco's Golden Gate Park. Because the competition has only just begun, this leg provides players with a chance to get a feel for their wheels without offering a lot in the way of serious challenge. It has few hills, no great obstacles (you can plow right through the construction barriers) and only one hairpin turn to contend with. Near the end of this leg, look for the Nintendo sign that signals an upcoming sharp turn to the left.

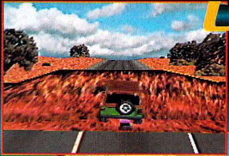


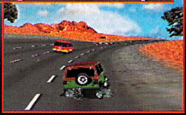
San Francisco

Ready to face the treacherous streets of downtown San Francisco? Most of this race course is only two lanes wide, so avoid oncoming traffic by passing opponents only on the right (don't worry about driving on the sidewalk). And here's a handy rule of thumb for driving on the hills: If you're going up a hill, it will usually curve to the left at its top, and if you're going down a hill, it will either go straight or bend to the right at the bottom.

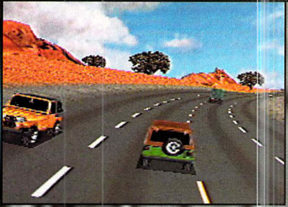


US 101

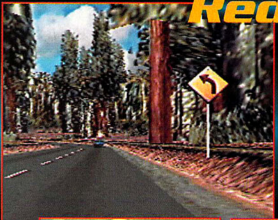




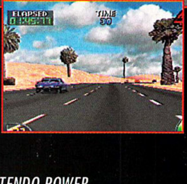
The big race continues on a four-lane highway that cuts across a landscape of low-lying hills and desert scrub brush. Because this course contains two steep jumps and some really tight turns, keep the camera angle in the pulled-out position. If you let the view switch to the driver's seat, you're just going to see blue sky when you're going up the jumps, and you won't be able to spot any oncoming traffic when you're cruising around the tight curves. That's a problem, especially on the last tight turn, which curves almost 180 degrees.



Redwood Forest

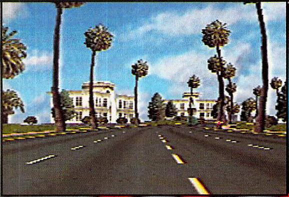


The race is fairly straightforward up until now, but you're about to enter the Redwood Forest. It's important to move into the first place position at the start of this leg because the four lanes of roadway quickly narrow into two as you near the trees. The road through the grove is essentially a long series of sharp turns, so keep an eye on the road signs that warn you of upcoming curves. If you lose the lead in the forest, try to get back into first place before going into the last three turns near the beach. There's no indication that these curves are coming, but if you stay in the right lane, and remember that all the turns bend to the left, you'll have no problem keeping the lead.

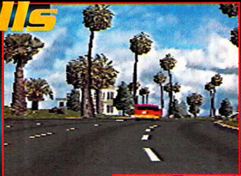


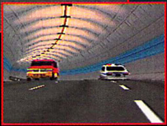
ELAPSED
TIME
3rd
142
MPH
RPM

Beverly Hills

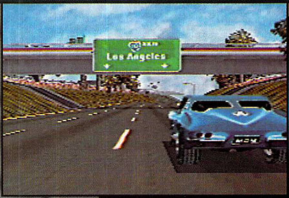


Ready to burn some rubber in the upper-crust community of Beverly Hills? Surprisingly, your toughest opponent in this stage is the roadway's surrounding scenery: There's so much visual information on the screen that it's often difficult to discern the difference between upcoming dangers and the detailed backgrounds! To minimize the risk of plowing into palms and other inanimate objects, stay near the center of the road and keep the camera in the pulled-out position. These tips also help in the tunnel where the view is very limited.

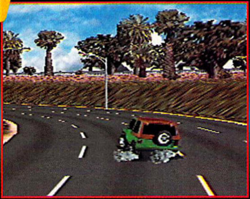




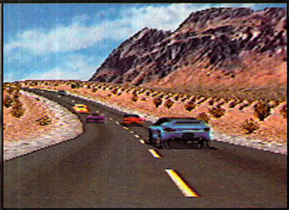
LA Freeway



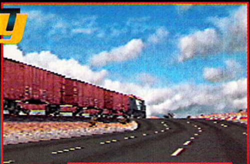
If you've actually driven on the real Los Angeles freeway, this four-lane leg offers a very pleasant surprise! While its real-life counterpart is usually congested with tons of traffic and loads of loony drivers, this virtual LA freeway is practically empty! In fact, besides the sloping banks on either side of the roadway, there's very little to slow drivers down. If there's one major difference between this and other legs in the race, it's that the LA leg seems a bit longer. This is actually to your benefit, because you'll have plenty of time to take the lead position.



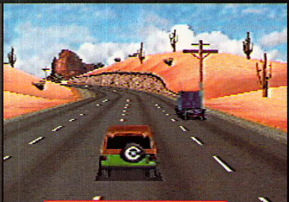
Death Valley



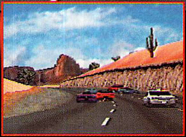
Death Valley presents two major dangers to deal with: oncoming traffic and a difficult train crossing. The first problem makes passing a very risky business, especially since the valley has only two lanes. Try to stay behind the pack leaders, and pass only when you're heading into an open straightaway. To deal with the train, speed up when it appears on your left and beat it to the crossing to ensure a first place finish.

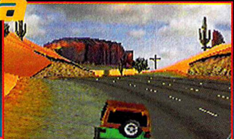


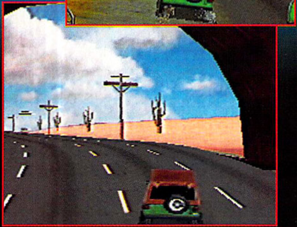
Arizona



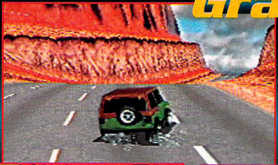
Taking the top position in the Arizona leg requires as much driving strategy as it does raw speed. For example, in places where the course goes around a bend with a high embankment on one side, you'd better hold your position. If you try to pass your opponents on either side in these sections, you're going to crash into oncoming traffic or spin out when you bounce off the bank. Another place where strategy comes into play is where the road follows a twisty path through a natural stone archway. Instead of just snaking your way across to the blacktop, it may be faster to drive in a straight line through the archway, even if it means taking your chances by driving off the road.

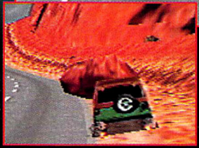






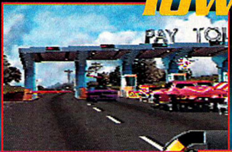
Grand Canyon

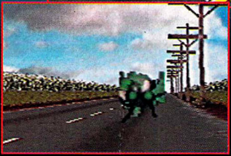


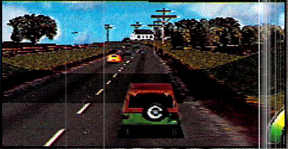


You'll cover a lot of ground in this leg of the game! How else would you see the Grand Canyon and Mt. Rushmore in the very same stage? You can zip through this hilly landscape at very high speeds (especially since there's little traffic on this course) but you may want to slow down and play with the boulders that litter the roadway. You'll usually drive right through these hunks of rock, but if you hit them just right, they'll sometimes roll into other racers!

Iowa

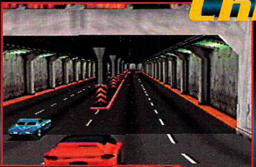


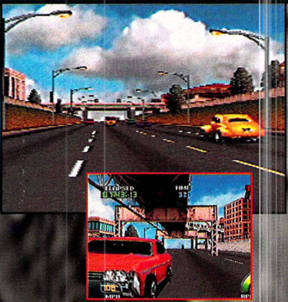




Besides a tollbooth at the leg's beginning, your main worries in Iowa are the birds and bugs. The birds love to whiten your windshield with their waste, and flying bugs leave big splats. You can maintain a clear view by keeping the camera outside of your car, or if you just love the view from the driver's seat, switch to an outside view whenever anything lands on your window.

Chicago



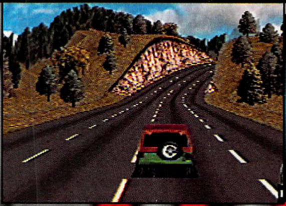


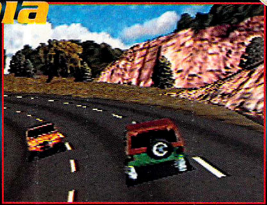
The Chicago leg has three distinct sections: a freeway section that's very similar to LA's, a long and divided tunnel, and a street running under some elevated tracks. The tunnel is particularly tough because its bends are so tight. To avoid tailspins, just lay off the gas and only use your brakes around the turns. When you're underneath the tracks, keep your car in the two center lanes so that you can avoid loony drivers.

Indiana

The Indiana leg is very similar to Iowa's in all respects except that those pesky bugs tend to travel in swarms. One or two splats on your windshield are fairly harmless, but having your entire window covered with bug guts can actually obstruct your view and lead to a crash. Again, to keep these tiny pests from becoming a serious problem, just position the camera outside of your car.

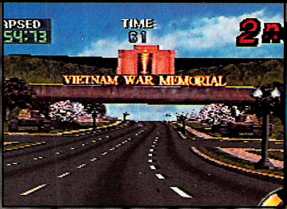
Appalachia

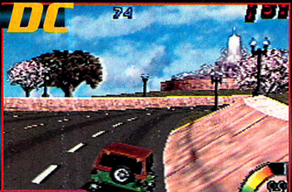




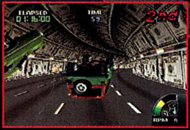
Appalachia is perhaps the loveliest looking leg in the race, and driving here is similar to riding a roller coaster. Rolling through carved-out mountains and richly colored meadows, the four-lane road has everything from hairpin turns to blind, banked bends. Usually, this type of extreme and varied terrain would call for a camera angle that's somewhere behind your car, but you're actually going to be better off with the driver's perspective. If you use a different angle, your vehicle will actually obscure your entire view when you're heading down a hill. Since you won't have the benefit of seeing far ahead of your car, look at the road signs that signal upcoming hazards.

Washington DC

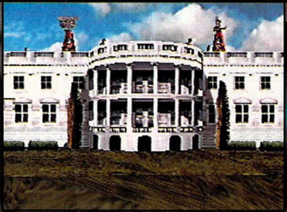


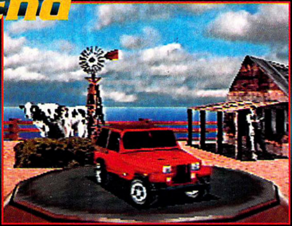


The last leg of the race takes place in Washington, DC. Pull into the lead at the start and prepare for a series of tight, banking turns. Stay in the lowest lane as the turn banks to the right, and then cut across the lanes as it banks back to the left. The same series of turns will appear again, just before you cruise into a tunnel, and this time it's crucial to be in first as you exit the curves. If you're behind at this point, you probably won't capture the lead position.



End

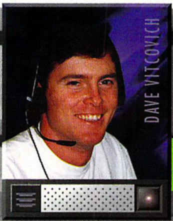




If you finish the entire race in first place, you'll be whisked away to the White House where barnyard animals and Secret Service agents surround the winner's circle! Now it's time to claim your prize: A total upgrade for your car, and a brand new paint job to boot! You'll also find out how much harder the next race will be if you want to earn another upgrade.

Don't plan on sitting around smelling the roses for long, it's time to get back on track and win some new wheels! You can upgrade each car (even the three hidden vehicles) a total of three times by winning the US race at increasingly higher levels of difficulty. So even if you run a great race, save your victory lap until you've completed all 15 legs of the course in all 28 car models.

COUNSELORS' corner

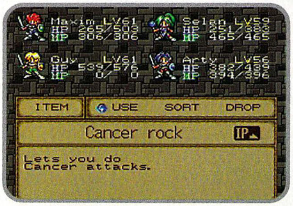

DAVE VITCOVICH

LUFIA II:
RISE OF THE SINISTRALS

Super NES

How Do I Use IP?

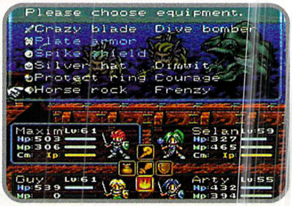
IP stands for Item Points. Your characters accumulate Item Points each time they take damage in battle. Any item that expends Item Points will have an IP symbol next to it. During battle, select the Flame Icon. This command displays your character's inventory, including all items using IP. If you have enough IP to use a special attack, the item will be highlighted. Select the item and press the A Button to use it.


Maxim LV61
HP 265/503
MP 306/306
Selan LV59
HP 251/383
MP 465/465
Guy LV61
HP 539/576
MP 0/ 0
Arty LV56
HP 382/439
MP 394/396
ITEM
USE
SORT
DROP
IP

Cancer rock

Lets you do
Cancer attacks.

Learn about an item's IP ability by tapping Right on the Control Pad at the description screen.



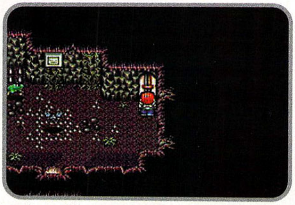
Please choose equipment.

Crazy blade
Dive bomber
Plate armor
Spike shield
Silver hat
Dimwit
Protect ring
Courage
Horse rock
Frenzy
Maxim Lv:61
Hp:503
Mp:306
Cm: Ip:
Selan Lv:59
Hp:327
Mp:465
Cm: Ip:
Guy Lv:61
Hp:539
Mp: 0
Arty Lv:55
Hp:432
Mp:394

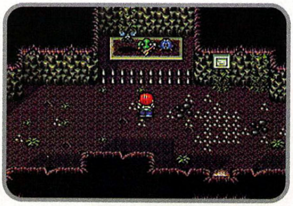
If you want to use your item's IP, select the Flame Icon during battle and choose the item.

? How do I open the door in the Lake Cave? ?

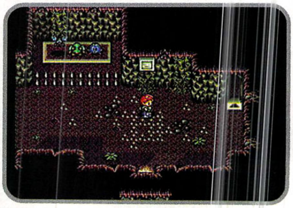
If you defeat all the enemies in the right chamber of the Lake Cave, a wall will explode and you'll see the same three foes you just eliminated standing in an alcove. These enemies cannot move and won't try to attack you. To open the locked door, you must shoot your arrows at the enemies in the same order you defeated them. If you didn't make a note of the order you defeated the enemies, you'll have to use the Reset Spell or exit and reenter the room to try again. After you hit the monsters in the correct order, the door on the right side of the room will open and you'll find a treasure chest containing the Insect Crush sword.



The locked door on the right side of the room on the Lake Cave's first floor can be confounding.



After you defeat the enemies in the room, a wall will disintegrate and you'll see the foes again.



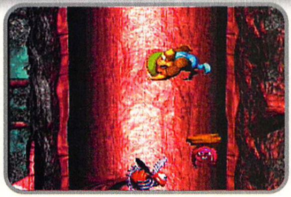
If you shoot the enemies in the same order you defeated them, the locked door will open.

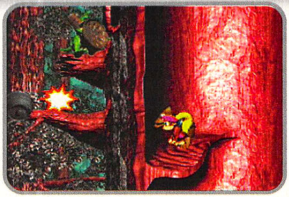
JESSICA JOFFE

DKC3:
DIXIE'S DOUBLE TROUBLE

How Do I Get The DK Coin In Springing Spiders?

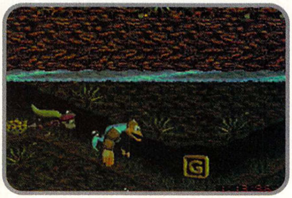
You'll have to use the team toss technique to find the DK Coin in Springing Spiders. From the Star Barrel, work your way up the interior of the right tree trunk. Just before you swing back over to the left tree trunk, you'll see a Nid hopping next to a Red Buzz. Select Kiddy and use your team toss technique to throw Dixie up onto the ledge above the bee.

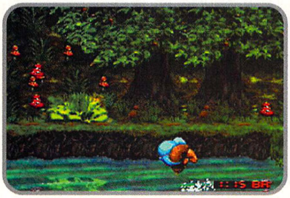

It's a tough team toss, but Kiddy has the loft to fling Dixie off the Nid and up to this high platform.

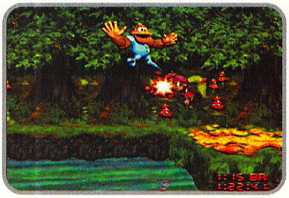

Dixie has no problem nailing nothing but Koin when she takes a shot with a Steel Barrel.

How do I get the DK Coin in Riverside Race?

Koin is sitting high and dry with the DK Coin directly above the letter "G" in Riverside Race. There are two ways to get to the krusty Kremling—you can Water Skip to Koin with Kiddy by running right from the flagpole and rolling as soon as you hit the water, or you can use two apes and leap up to the ledge when the first ape gets stung. You'll jump extra high whenever your teammate takes a hit. Use this burst of energy to rise above adversity.

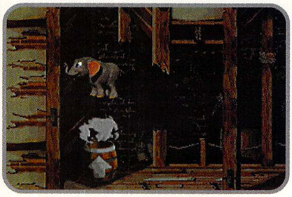

Koin is sitting high and dry with his glittering prize directly above the letter "G" in Riverside Race.

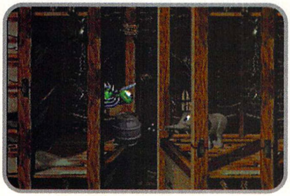

Use Kiddy's Water Skip by pressing the Y Button and rolling just as you hit the water's surface.

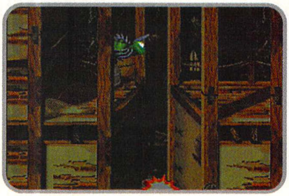

If you have two apes, you can jump extra high and reach the ledge when your first ape is stung.

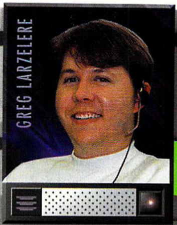
Where is the second bonus barrel in Murky Mill?

You need to use Ellie's trunk to reach the second Bonus Barrel in Murky Mill. After the hidden Auto-fire Barrel blasts you up to the ledge near the letter N, trot left, stand at the edge of the platform and press the Y Button. The suction from Ellie's trunk will drag the Steel Barrel toward you and roll off the ledge onto the Buzz below. Although you can't see the Bonus Barrel, make a leap of faith and fall into the bonus area.


Bump into this hidden Auto-fire Barrel near the letter N and blast up to Murky Mill's high ceiling.


You can't touch this barrel without getting stung by the Green Buzz. Press the Y Button instead.

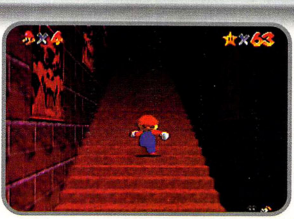

The suction from Ellie's trunk drags the barrel toward you, clearing the path to the Bonus Barrel.



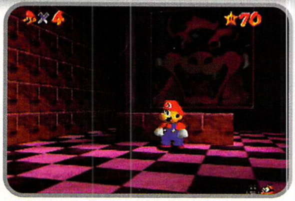
SUPER MARIO 64

How do I Reach the top of the endless stairs?

You need to have at least 70 stars to reach the top of the endless stairs. Some players are fooled by the sign next to the Big Star Door, since it reads: "To open the door that leads to the endless stairs, you need 70 Stars Bwa ha ha!" Actually, you can open the door before you have 70 stars, but you won't reach the top. Come back later when you have enough stars.



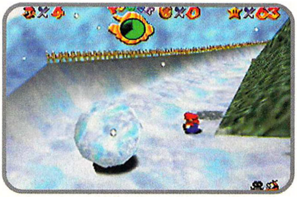
Although you can open the Big Star Door, you won't find the top of the stairs until you find 70 stars.



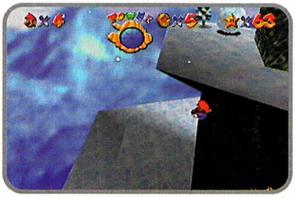
After you have 70 stars, you'll crest the stairway and confront Bowser for the last time.

How do I join the Snowman's head and body?

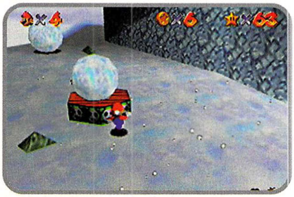
After you talk to the Snowman's body at the top of the mountain, you must win the race to the Snowman's head. You can't take any shortcuts during the race. If you jump off the side of the mountain, the Snowman's body won't follow you. The trick is to make it down to the bottom of the mountain first and stand to the left of the Snowman's head. If you're waiting at the correct location, the Snowman's body will roll into Mario and bounce into the head.



You must win the race with the Snowman's body to win the fifth star in Cool, Cool Mountain.



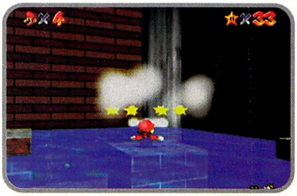
If you leap off the side of the mountain during the race, the Snowman's body will give up the chase.



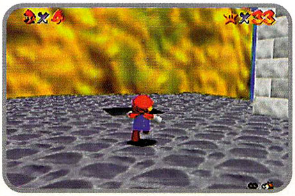
If you win the race, wait on the left of the head. The rest of Snowman's body will bounce together.

Where Is the Vanish Cap?

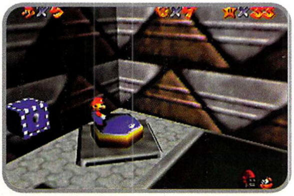
You won't find the Vanish Cap until you drain the water in the moat. Use the Big Key you won from defeating Bowser in the Dark World and stomp on the two square pillars in the Castle Basement. After the water drains, you'll find a door that leads outside. Walk to the right and jump in the hole leading to the Vanish Cap Course. If you follow the path, you'll find a Blue Exclamation Switch. Stomp on the switch to release the power of the Vanish Cap.



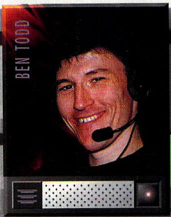
Drain the water in the moat by stomping on the two square pillars in the castle basement.



The hole in the moat leads to the Vanish Cap Course. Jump into the hole and explore the level.



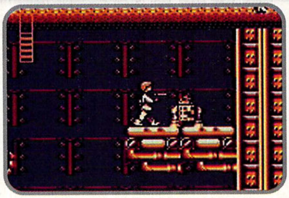
Stomp on the Blue Exclamation Switch to release the power of the Vanish Cap.



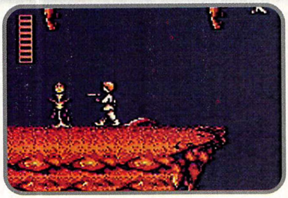
▶STAR WARS

How do I get Obi Wan Kenobi to join me?

Old Ben Kenobi won't join you until you rescue R2-D2 from the Sandcrawler roaming the upper left corner of Tattooine. Explore all the conveyor belts and blast the Jawas to find R2-D2. When you deliver the droid back to Obi Wan, Ben will join your party, and give you your father's Lightsaber. Obi Wan Kenobi can use the Force to revive characters in your party.



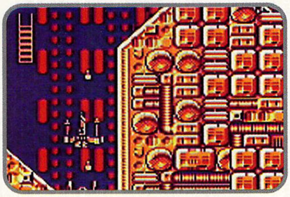
You'll need to rescue R2-D2 before Obi Wan Kenobi will join you. Look for the droid in the Sandcrawler.



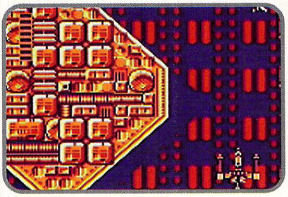
When you return with R2-D2, Obi Wan will give Luke his Lightsaber and join your party.

? How do I destroy the Death Star? ?

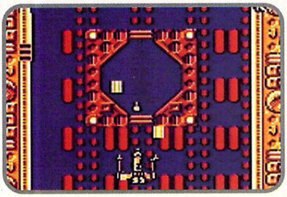
It only takes a torpedo to destroy the Death Star, but the trick is to survive the Imperial defenses. There are several tactics you can use in the trenches. First, use torpedoes on the TIE fighters behind you. Second, stay near the bottom of the screen so you'll have time to avoid obstacles. Finally, memorize the pattern of barriers on your approach. Just before the duct, the trench narrows to the width of your X-Wing. Arm your torpedoes and fire away!



Don't waste your time on shaking trouble—use your torpedoes on any trailing TIE fighters.



Stay near the bottom of the screen so you'll have time to react to the obstacles in front of you.



Launch your torpedoes as the trench narrows just before the duct. It takes one hit to win the game.

▶▶ Q&A FAST FACTS ▶▶

In the USA Call:
1-900-288-0707
(95¢ per minute, callers under 18 need parental permission to call)

Or write to: Counselors' Corner P.O. Box 97033
Redmond, WA 98073-9733

In Canada Call:
1-900-451-4400
($1.25 per minute, callers under 18 need parental permission to call)

TETRIS ATTACK

Q: How do I reach the second set of puzzles in Puzzle Mode?

A: After you complete Level 6-10 in the first set of Puzzle mode, watch the credits roll by and wait for 20 to 30 seconds. If you wait long enough, you'll receive the password for the second set of puzzles.

Q: Is there a sound test code for the game?

A: No, but you can test all the sounds on the Options menu.

MADDEN NFL '97

Q: Can I trade players between teams?

A: Yes. Your only limit is your team's salary cap.

Q: Can I erase or reset the World Records?

A: No. Once established, a World Record stays in the game.

Q: Which teams are the best?

A: San Francisco, Dallas, Pittsburgh, Indianapolis and Green Bay are the best.

DKL 2: DIDDY'S KONG QUEST

Q: I found 102% of everything in Donkey Kong Country 2. Can I find the same percentage in this game?

A: No. The maximum percentage in this game is 100%.

Q: I'm stuck in Klubba's Kiosk! I don't have enough Kremcoins and he won't let me leave!

A: Press Right on the Control Pad to leave the Kiosk.

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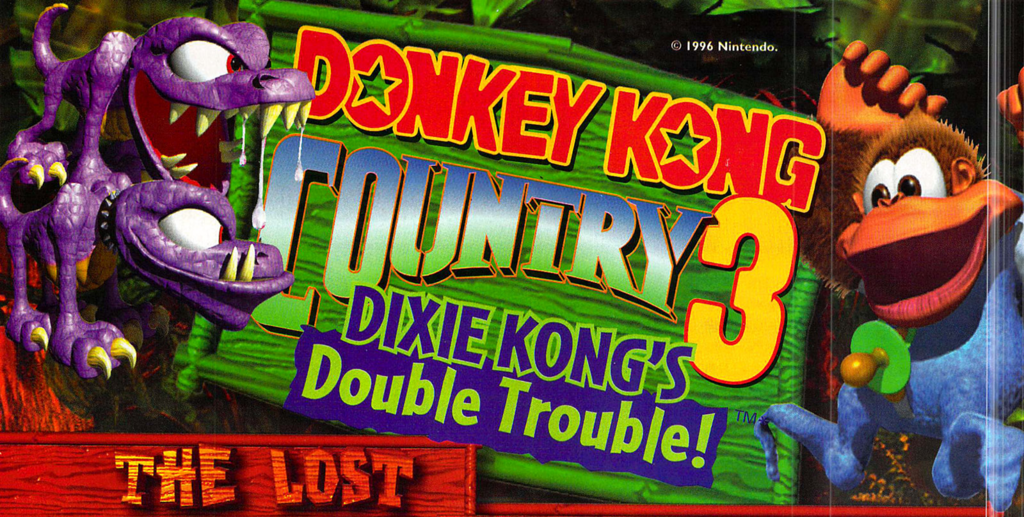
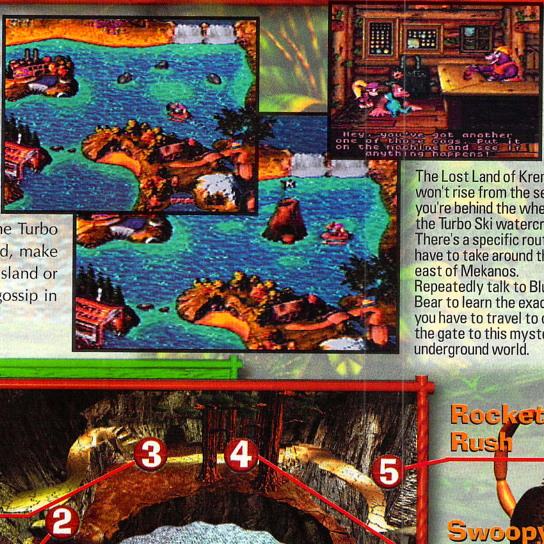


DONKEY KONG COUNTRY 3 DIXIE KONG'S Double Trouble!™

THE LOST WORLD OF KREMATOA

Where do the best players go after they cream Kaos the Robot in his castle? If you're one of them, you'll start asking around about a mysterious lost land called Krematoa. Blunder Bear seems to know a lot about this secret area, and if you talk to him enough times he'll spill the beans, but that won't get you to the lost land. The only mode of transportation that will take you there is the Turbo Ski watercraft. Funky Kong can build it for you if you give him two water skis. If you already have the Turbo Ski and you're unsure of how to find the Lost World, make some waves around the four rocks east of Mekanos island or go see Blunder Bear. That gabby bear is the worst gossip in the entire Northern Kremisphere.

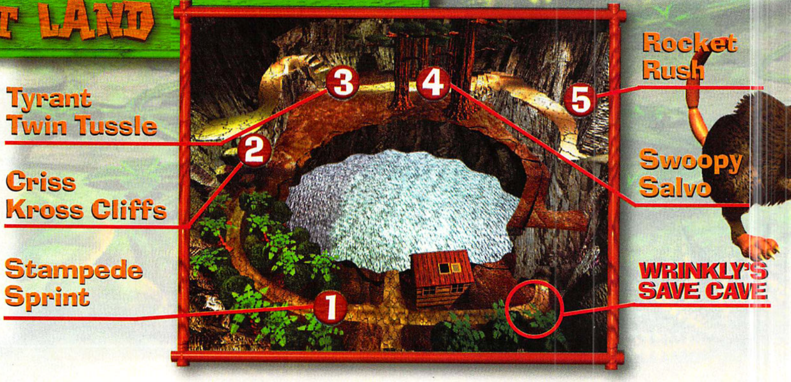


Hey, you've got another one of those cogs. Put it on the machine and see if anything happens!

The Lost Land of Krematoa won't rise from the sea until you're behind the wheel of the Turbo Ski watercraft. There's a specific route you have to take around the reef east of Mekanos. Repeatedly talk to Blunder Bear to learn the exact route you have to travel to open the gate to this mysterious, underground world.

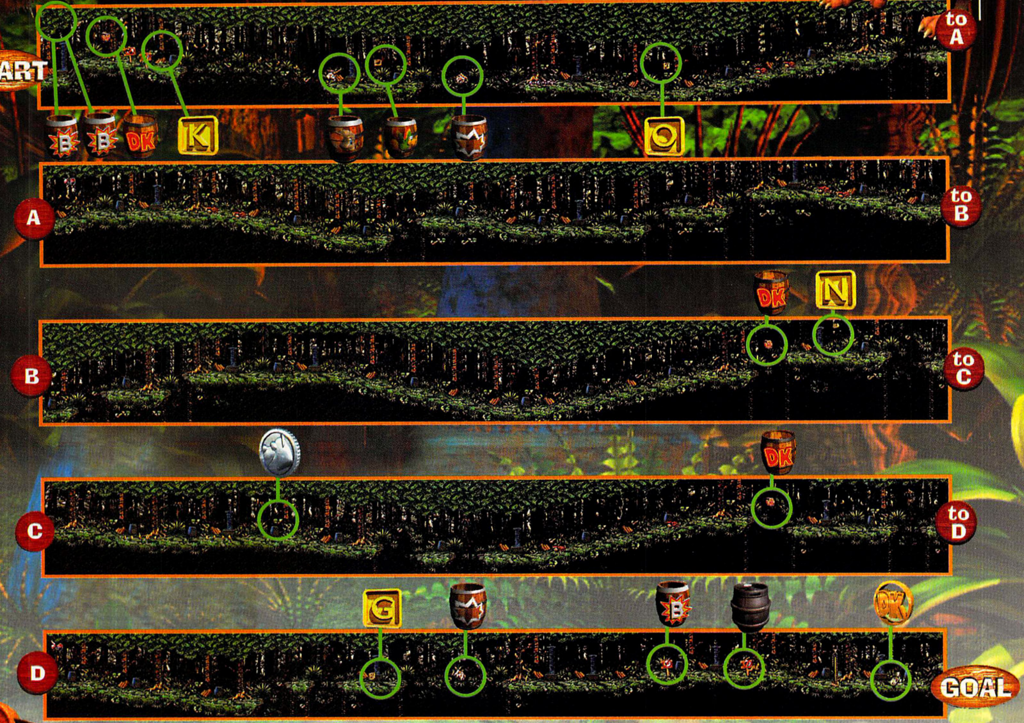
THE LOST LAND

You'll pay a 15-Bonus-Coin fee each time you want Boomer Bear to blast open the path to one of the levels in Krematoa. When you finish each stage in Krematoa, you'll earn a cog to the mysterious machine in Boomer's cabin. You'll need to return to the levels you've already completed to pick up all the Bonus Coins. If a level does not have an exclamation point (!) after the stage name, there's still a Bonus Coin to be had in that area.



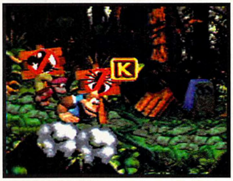
1 STAMPEDE SPRINT

Stampede Sprint is a wild ride through a dangerous jungle. Your journey through the wilderness starts out with your animal friend, Ellie. Ellie has no complaints until she spots a pack of squeaking Sneeks. These dirty rats send the panicked pachyderm running blindly through the underbrush. You're along for the ride–hang on tight!



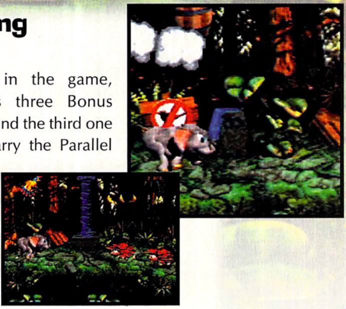
On your way with Bonus Barrels and a "K"

Two Bonus Barrels and the letter K are in the trees at the start of Stampede Sprint. Use your team-toss technique to reach them. It's easier to throw Dixie than Kiddy into the barrels. To find the level's third and final Bonus Barrel, read about Parry on the right.



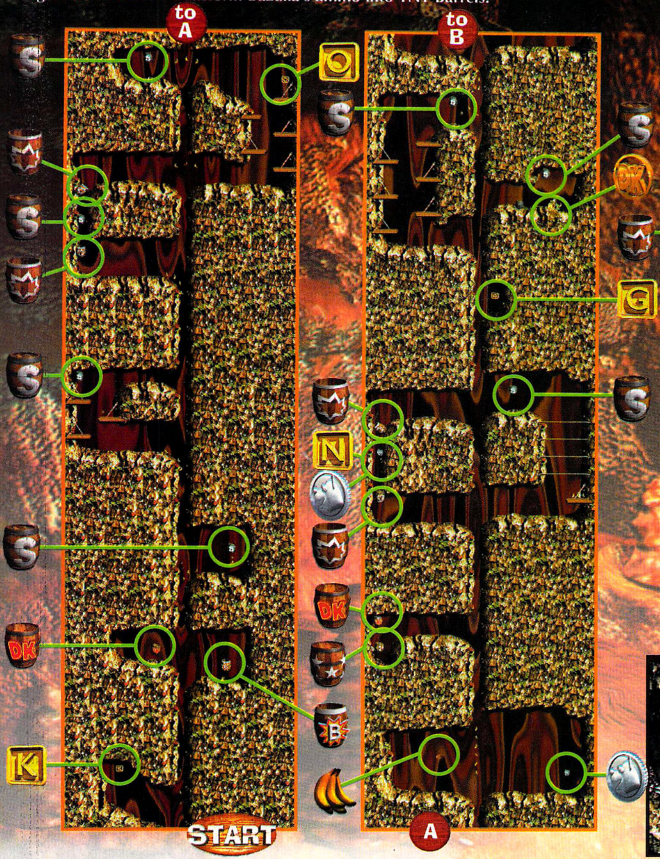
Parry's parting Present

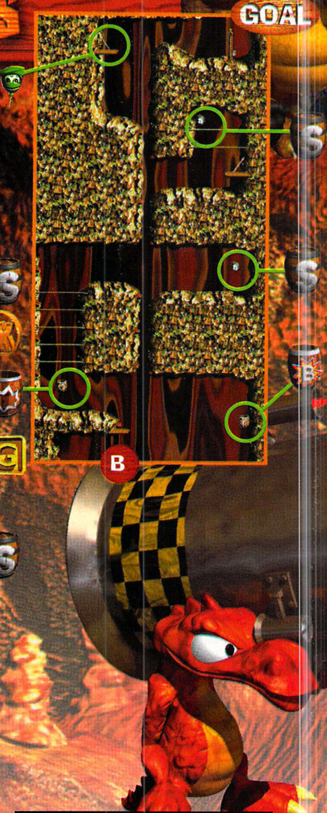
Unlike other levels in the game, Stampede Sprint has three Bonus Barrels, but you won't find the third one unless you can get Parry the Parallel Bird all the way to the end of the stage. Parry transforms into a Bonus Barrel when Ellie reaches the No Parry sign to the left of the flagpole.



2 CRISS KROSS CLIFFS

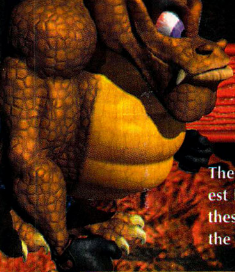
At the bottom of Criss Kross Cliffs lives a trigger-happy Bazuka with an endless supply of ammo. Resourceful travelers bounce and roll their way up the cliff by springing off the Steel Barrels shot from Bazuka's gun. Watch out for the Switch Barrels, though. Switch Barrels transform Bazuka's ammo into TNT Barrels.





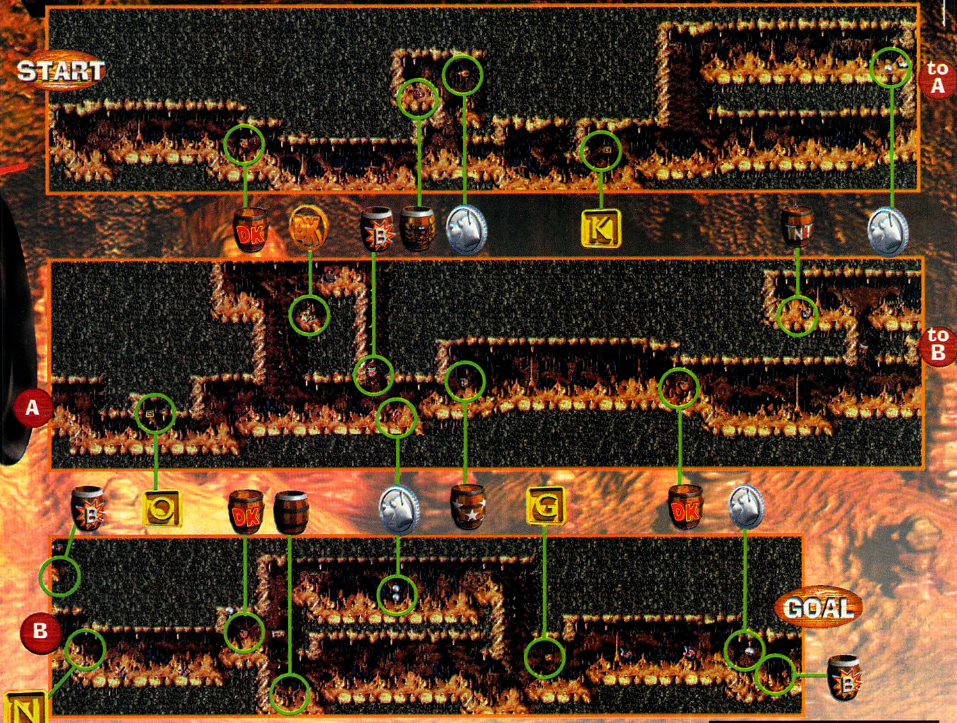
Hitting a Switch Barrel is a Blast!

Use the Switch Barrels to blast obstacles out of your way as you bounce to the top of Criss Kross Cliffs. Switch Barrels change Bazuka's ammo from Steel Barrels to TNT Barrels and back again. TNT Barrels are the only means for blasting the Red Buzzes out of the way. Just remember to change the TNT Barrels back to Steel Barrels before you try bouncing your way farther up the cliffs.



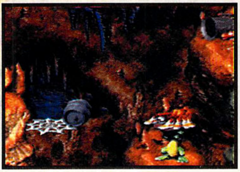
3 TYRANT TWIN TUSSLE

The catacombs inside Tyrant Twin Tussle are home to Kuff n' Klout, two of the roughest and toughest Kremlings in the Northern Kremisphere. You can't hurt these guys. The only thing that shakes up these terrifying twins is a TNT Barrel. Since TNT is in short supply, you'll have to resort to the law of the jungle: when confronted by a foe larger and meaner than yourself, use your brains and run!



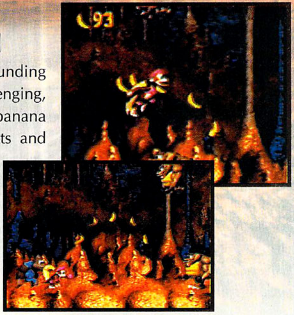
Koin's Platform Peril

You'll have to think like an arachnid and spin a plot for snatching the shiny DK Coin from Koin's grubby, green fingers. Jump up on Koin's shield and shoot a web platform to the left of the armored Kremling. If you place the web next to the wall, Bazuka's Steel Barrels will roll down and bounce on Squitter's web before spiraling across the gap and hitting Koin.



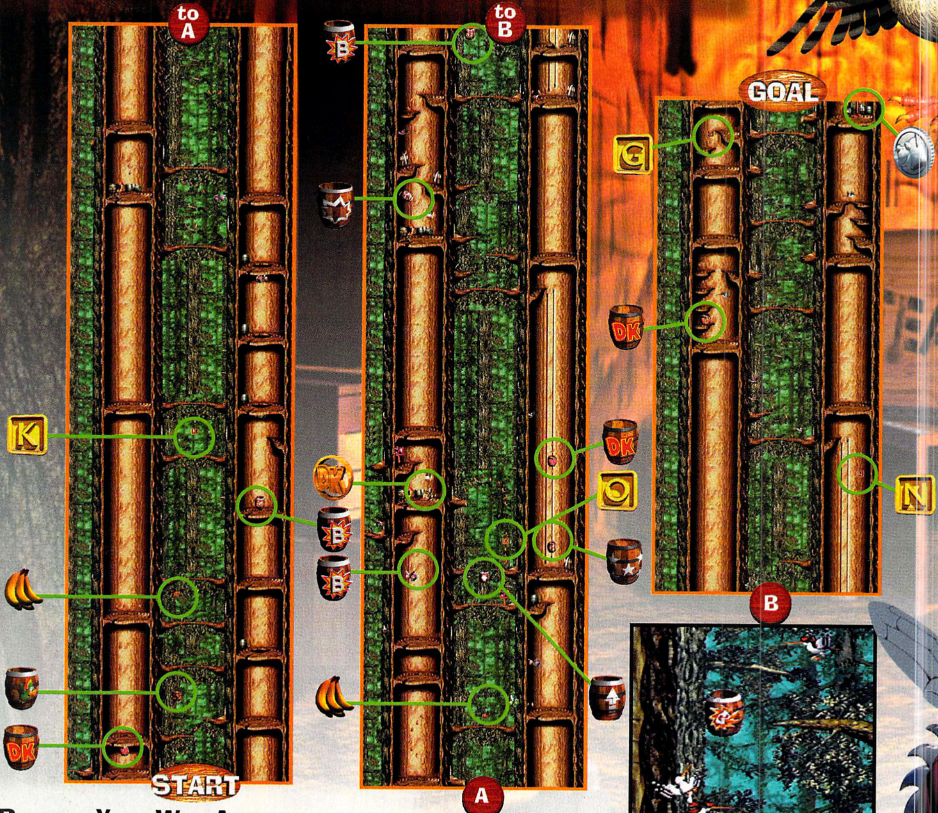
Follow the Trail

Jumping between the pounding feet of Kuff n' Klout is challenging, but the lone bananas and banana trails are clues to safe spots and other Klout-proof havens. If you time your leaps and follow the strings of bananas, you'll avoid the twins and roll through the remainder of the stage unscathed.

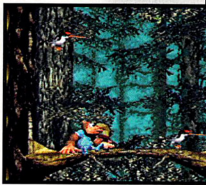


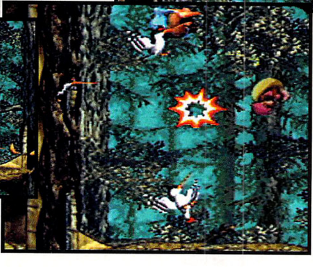
4 SWOOPY SALVO

Swoopys, who are distant relatives to woodpeckers, reside in the treetops of Krematoa. Not known for their intelligence, these birds fly blindly about the forest and often imbed themselves in tree trunks and hapless hikers. Dixie and Kiddy can use their climbing and bouncing skills to carom off the backs of the dim-witted fowls. Like Stampede Sprint, Swoopy Salvo contains three Bonus Barrels.



Bounce Your Way Across the Feathered Fiends

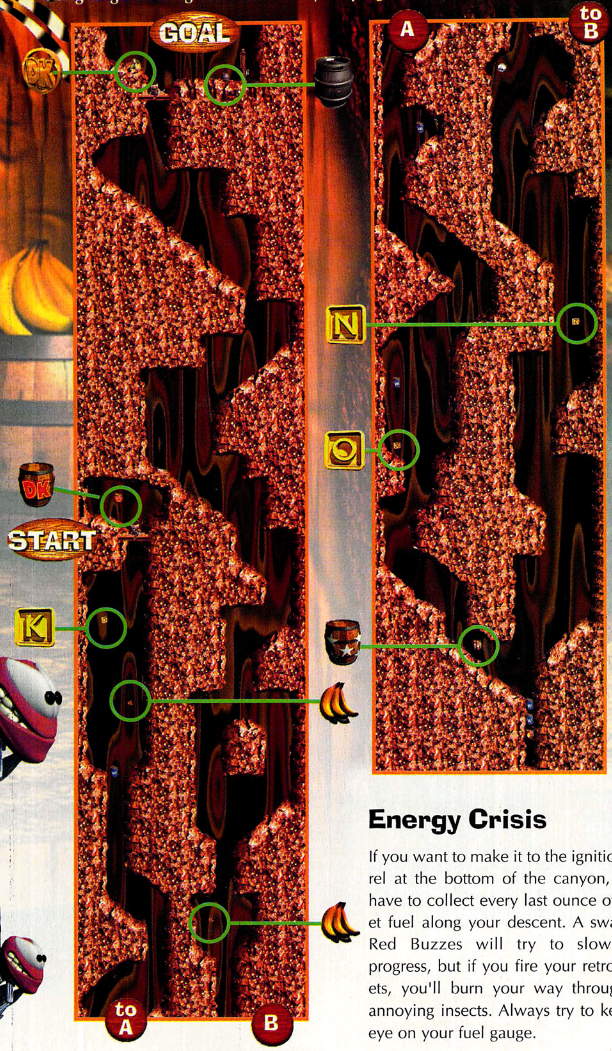




Your versatile team-toss technique doesn't have the range to reach the third Bonus Barrel in Swoopy Salvo, but you can bounce your way to a Bonus Coin by bounding off the backs of the diving Snoopy birds. Jump up and try to land on top of each flying feathered fiend. As you hit, try to jump higher. If your timing and aim are both on the mark, you'll roll and carom up into the Bonus Barrel.

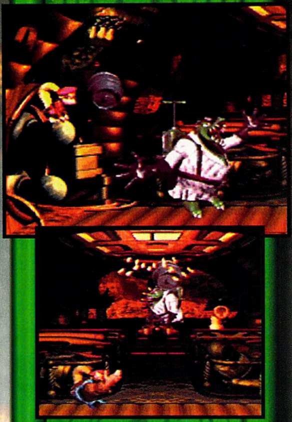
15 ROCKET RUSH

Rocket Rush is a wild ride down and up a twisted canyon. In the first third of the stage you'll maneuver your descending rocket between narrow cliff walls to the canyon floor. At the bottom of the stage you'll find an ignition barrel for your main engine. As your rocket blasts skyward, you'll have to dodge the jutting ledges. Hitting obstacles slows your progress and wastes fuel.



Knautilus

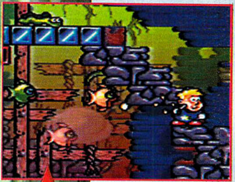
The Knautilus is the final and most challenging stage in the entire game. Throw the Steel Barrel up into the overhead vent and bonk Baron K. Roolenstein in the back of the head. Later, the kreepy Kremling will try to shock you with an electrifying attack, but if you place the Steel Barrel between you and the pulsating blue bolts, you'll send the Baron off the deep end.



Wait for the air to rush into the overhead vent, then throw the barrel up into the duct. You'll hurt K. Roolenstein each time you hit him in the back of the head.

Energy Crisis

If you want to make it to the ignition barrel at the bottom of the canyon, you'll have to collect every last ounce of rocket fuel along your descent. A swarm of Red Buzzes will try to slow your progress, but if you fire your retro rockets, you'll burn your way through the annoying insects. Always try to keep an eye on your fuel gauge.



MAGIC BOY™

If you're a fan of action and puzzle Paks, you'll want to try your luck at Magic Boy, a Super NES game that blends the best of both genres! It features vivid, colorful graphics and offers up a stiff challenge in one- or two-player mode. All in all a magical combination from JVC.

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BIG BLUNDER

A bumbling wizard's helper named Hewlett has turned his boss into an elephant by mistake, and he's made all the kingdom's cuddly creatures hopping mad! Now he has to explore over 30 stages to capture all the critters! If he takes too long to catch all the creatures in a stage, they'll break loose, and he'll have to go back and recapture them.

A SORCERER'S SUPPLIES

Hewlett is armed with only a low-voltage wand, so if you want to win, you'll have to find all of the powerful items that are scattered throughout the stages. You'll find some items by simply zapping creatures, but others you'll have to discover within the stages' stonework and walls. But before you grab any power-ups for your wand, there are two important thing to remember: First, the power-ups work for only a little while, so mind the power meter in the corner of the screen. Second, the power-up you pick up will automatically replace the one you're currently using.

BOMBS

Tossing a bomb stuns all the creatures on the screen for a few seconds. It must be used fast or its fuse will fizzle out.

UNSTOPPABLE

Pick up this item and, depending on the square's position, you can use your wand to shoot up, down, or sideways through walls and solid objects.

ONE-UP

These portraits of Hewlett provide players with precious extra lives. They're usually in blocks or hidden within walls.

LONG SHOT

This item improves the range of your wand. Like all the wand power-ups, look at the little circle to find out which way it will fire.

TRI-SHOT

This useful item lets your wand fire three shots at once in the directions indicated by the circles on the icon.

STAGE WARP

Pick up one of these warp portals to jump ahead the number of stages it shows. The ones you skip will be automatically completed.

BONUS BOOK

If you grab one of these books, the stage will end and you'll go to a special bonus area where loads of goodies are waiting.

STARS

If you find five stars (it will take several stages), you'll earn an extra continue, which you can use after you've lost all of your lives.

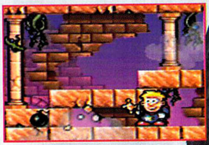
SAND LAND

Sand Land is the first level in the game, and it's a great place to load up on bonus points, continue stars, and extra lives. As in all the other levels, make sure you don't get carried away catching critters, or you may end up capturing them all before you've gotten your hands on all the big bonuses!

STAGE ONE

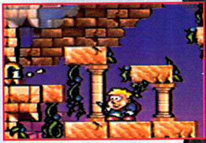
HAVE A BLAST

At the start of the stage, if you head to the right side of this bottom row of blocks you'll find a bomb hidden in the bricks. Use it to take out the orange creature above you.



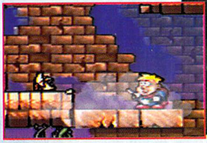
PASS UP THE PORTAL

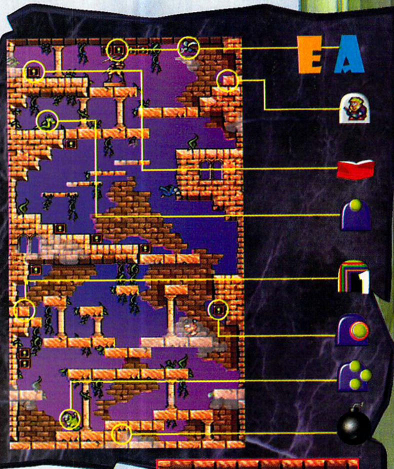
There's a warp portal hidden in a block about a third of the way through the stage, but you'd be wise to leave it be. By passing it up, you'll be able to grab both the extra life and the bonus book that are still well above you.

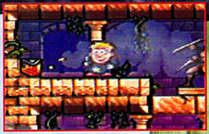


A FRUITFUL FIND

When you reach the series of steps with three exclamation blocks sitting on them, just shoot the blocks, pick up the produce, and you've earned yourself some easy bonus points.







Make sure that you've grabbed every last bonus item around the top of the stage (including the two letters and the extra life) before grabbing the book and blasting the flying bug.

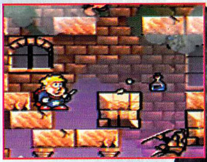
BUG AFTER BOOK

If the mosquito is the last creature you must cage at the end the stage, be sure to grab the book before bagging the bug!

STAGE TWO

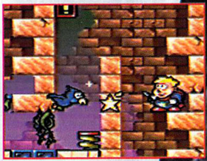
BREAKING THE BLOCKS

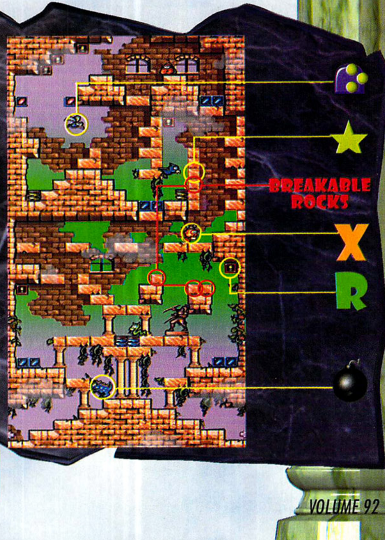
When you reach the springs between two pillars, jump up, blast the right block, and pick up the invincibility potion. Now fall to the right and fire away at two more blocks to find some tasty fruit.



A SECRET STAR

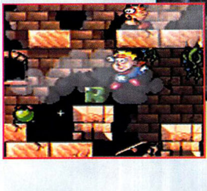
To get the star that's hidden within this wall, just jump to the top of the wall and zap the bird when it's level with your wand. Now bag the bird and shoot for the star when you're on the wall's left.



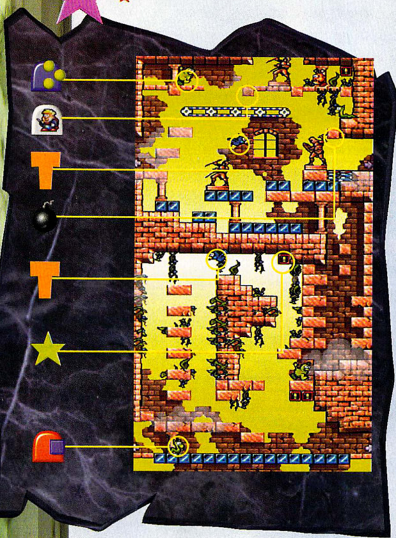


LOOK FOR THE LETTERS

Make sure that you locate the letters R and X near the center of this stage! If you can eventually collect all the other letters needed to spell out the word "EXTRA," Hewlett will earn an extra life.

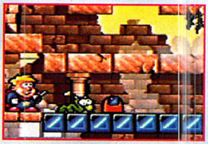


SAND LAND, CONT.



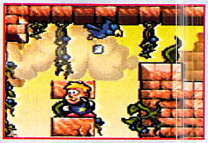
STAGE THREE

A SLIPPERY START



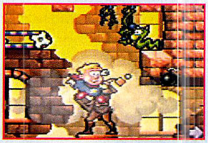
Don't go left at the stage's start or you'll slide into a snake. Just go right so that you appear on the screen's left side and blast the snake from behind.

LANDING THE LETTER

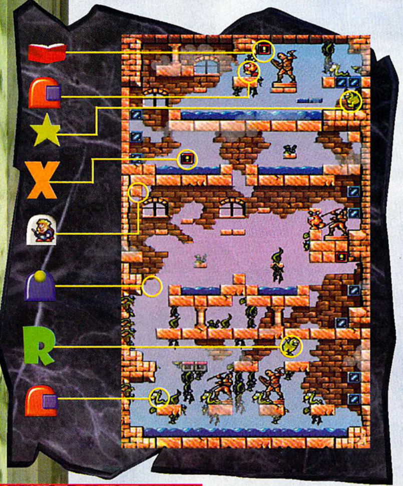


After the first snake gives you an up-shot wand, hop up the long series of ledges until you're very close to the top. Now, if you blast the raven when it's just above you, a letter will land to your right.

THE ASP FOR LAST

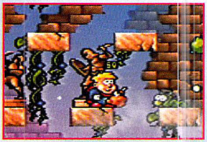


The snake at the top of the stage is hard to bag from below. Don't try to blast the asp until you've caught all the bonuses and monsters that are still above.



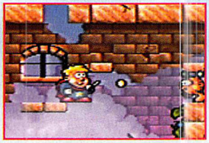
STAGE FOUR

SACK THE SNAKES



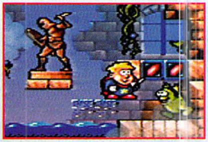
The stage's first snake has a cool wand, which will land on the far right ledge. To get it quickly, just blast and catch the rest of the asps, and when they're all bagged, just drop the whole bunch.

TO THE LEDGE'S EDGE



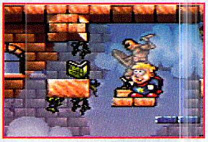
To catch this orange creature easily, carefully step to the edge of this longer ledge and fire at it from afar. Now you can hop off these platforms without fearing a hit from the critter.

AN UNSTABLE STEP

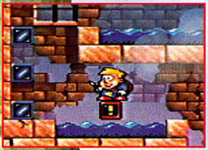


To get the star, hop from the statue to the unstable ledge and run to the right. Once you've caught the monster and have the star, just hop back to the statue.

GO BY THE BOOK



Don't blast the highest exclamation block before you've snagged the star on the right side of the screen. Once you've snatched the star, quickly break open the block and grab the book.

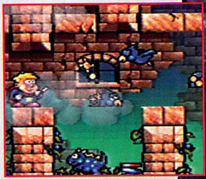


We know you want to, but don't blast this block! It will keep you from getting all wet! Besides, even if you did blast the block, the X would remain out of your reach.

STAGE FIVE

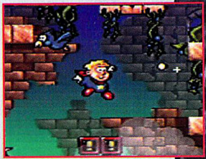
BOTHERSOME BIRDS

The birds at the stage's beginning are a bother if you're trying to bounce off the springs. Wait until they're flying away and use the spring to reach the first pillar on the right. When the birds fly back at you, just blast 'em with your wand.



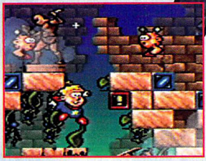
WANT TO WARP?

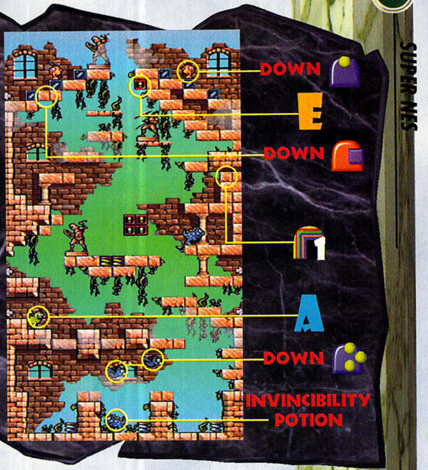
There's not much at the top of the stage, so you may want to use a warp. Bounce on top of the cube of blocks (but mind the bird above you) and leap right to the ledge. Now blast the wall to find a warp!



DOUBLE TROUBLE

Deal with the duo of orange dudes at the very top of the stage by jumping to the series of steps on the screen's right side, and then sack them one at a time.





At the stage's start, the monster between the pillars is a real pest, especially since he's guarding an important spring! Leap for the spring when the monster is moving away from it, and then use a tri-shot to blast him from above.

MORE MAGIC!!!

Magic Boy has only just begun! If he can finish a few more fun-filled stages in Sand Land, the young wizard will have to defeat three more levels that are crawling with critters!

WATER WORLD

This level is loaded with the dangers of the deep! Crabs, eels, and sharks are just a few of the creatures you'll encounter beneath the waves, and none of them will be bagged willingly. Make sure that you come prepared for disappearing blocks, difficult leaps, and those dreaded disintegrating platforms!

PLASTIC PLACE

The key to finishing Plastic Place is to discover the proper patterns for capturing critters. Instead of bagging the li'l baddies willy-nilly, you have to study each stage's layout and devise a strategy for catching all the creatures.

FUTURE ZONE

While there are lots of mechanized monsters in Future Zone, the real danger lies in the level's physical features. Be very careful when approaching the disappearing platforms. They have to be dealt with delicately or you may find yourself unable to backtrack to any escaping baddies. If you can work your way through this level, you truly are a wizard!

FIRST HE HAD A HIT FEATURE FILM, AND NOW CASPER THE FRIENDLY GHOST HAS HIS OWN HAUNTINGLY COOL GAME FOR THE SUPER NES. THE STORY LINE FOLLOWS THE MOVIE, SO BIG-SCREEN FANS WILL HAVE FUN WITH THIS ONE-PLAYER PAK FROM NATSUME.

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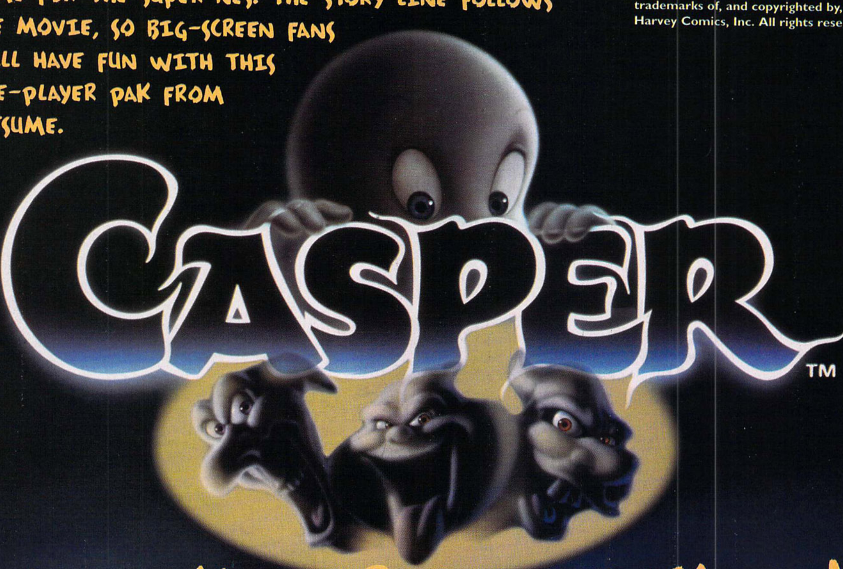
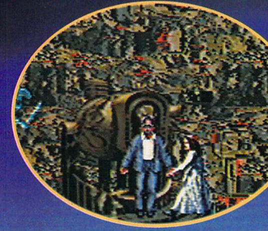
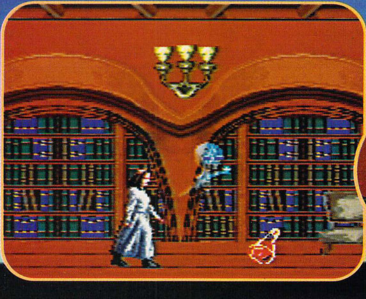
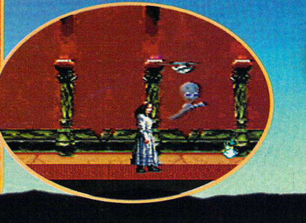


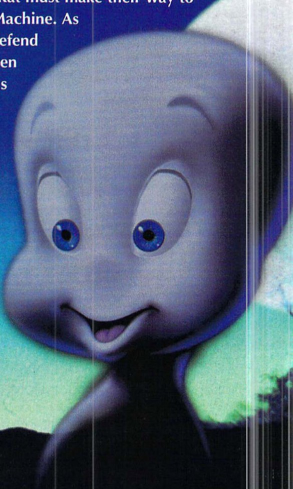
IN A MANOR OF SPOOKING!



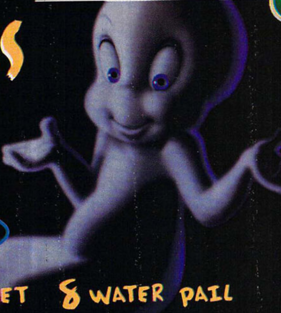
Casper and his new-found friend, Kat, are on a dangerous mission in Whipstaff Manor. It seems that Casper's obnoxious uncles have turned Kat's dad, Dr. Harvey, into a puddle of ectoplasm! To return Dr. Harvey to human form, Casper and Kat must make their way to the manor's basement and find the miraculous Lazarus Machine. As Casper, you'll help Kat navigate maze-like passages, defend her from the manor's many dangers, and find the seven vials of Cellular Integrator that power the Lazarus Machine. Although this is a fun-filled game, the going won't be easy for the friendly ghost: The manor is infested with supernatural forces, Casper's uncle's are going to put up a fight, and Carrigan, the manor's most dangerous creepy, is waiting at the finish!







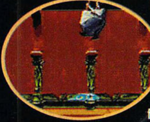
THE AMAZING MORPHS



There are 14 powerful morphs to be found in Whipstaff Manor. Some of them will help Casper and Kat move through the rooms, while others will be used for defense. Check the map to see where to find each morph, but note that the numbers only identify the locations of the morphs, not the order in which Casper is likely to find them.

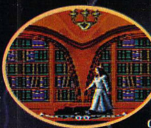
MORPH AROUND THE MANOR

1 PILLOW



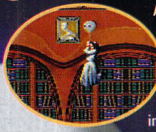
If you need to drop through a hole in the floor, turn into a Pillow so that you'll cushion Kat's fall.

2 ROPE



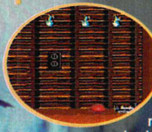
With the Rope morph, Casper can become a bridge so that Kat can cross safely over holes in the floor.

3 BALLOON



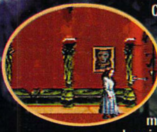
After finding the Balloon morph, Casper will be able to carry Kat up through holes in the ceiling.

4 LIGHTNING BOLT



This morph allows Casper to travel through electrical sockets to rooms containing bunches of bonuses.

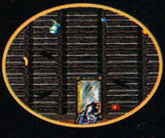
5 SKELETON KEY



Casper will have to morph into the Skeleton Key before he can unlock any of the manor's bolted barriers.

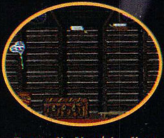
DEFENSE MORPHS

6 SPATULA

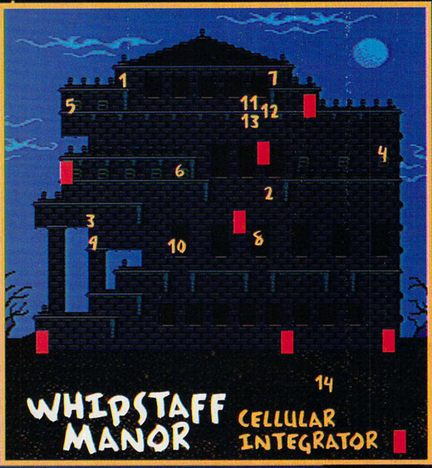


The useful Spatula morph lets Casper swat away any flying fruit that he may encounter in the manor.

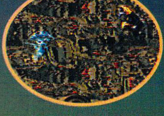
7 BUTTERFLY NET



The Butterfly Net (the first morph Casper finds) is a great defense against flying books and dishes.

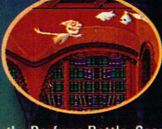


14 PIRATE HAT



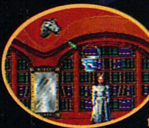
With sword in hand and a Pirate's Hat on his head, Casper is ready for the final battle with Carrigan!

13 PERFUME BOTTLE



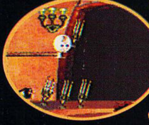
As the Perfume Bottle, Casper can battle Uncle Stinkie's smelly burps with a spritz or two of fragrance.

8 WATER PAIL



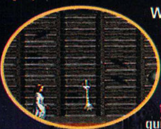
Turn Casper into the Water Pail to catch deadly toxins and falling light bulbs before they can hit Kat.

9 ELECTRIC FAN



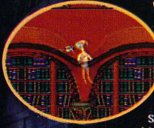
Morph Casper into the Electric Fan to blow out the flames of flying torches and candelabras.

10 BROOM



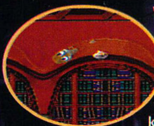
When Kat is threatened by rolling or bouncing bowling balls, become the Broom and quickly sweep them away.

11 PLUNGER



When Uncle Stretch wants to fight you with his umbrella, become the Plunger and do some plumbing on his face.

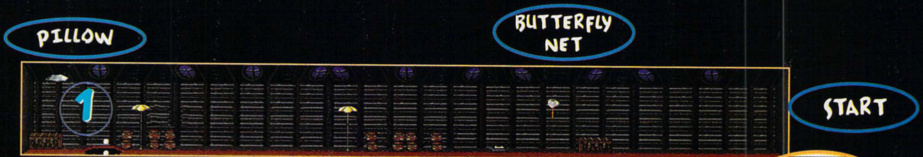
12 GLASS JUG



When Uncle Fatso becomes a fast-bouncing blob, use the Glass Jug's corks to knock him out of commission.

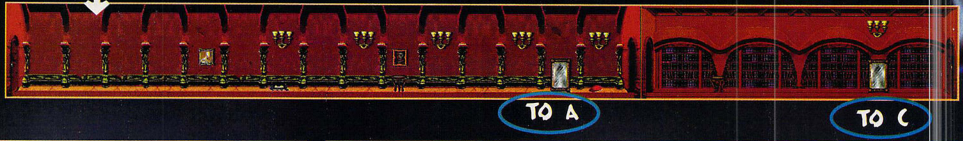
THE MANOR'S FIRST FEW FLOORS

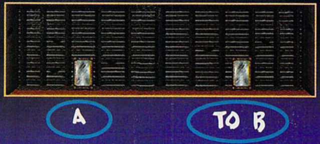
Casper and Kat will find the game's most useful morphs in the first five floors of Whipstaff Manor, so take a look at the maps we've provided below to discover their exact locations. And if you ever find yourself getting lost in the mansion's maze of floors, don't worry. Just make sure that you use the game's special map function to figure out where you are.

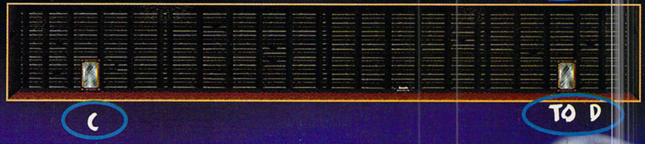


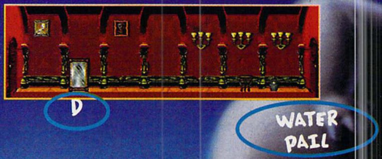
1 USE THE PILLOW TO SOFTEN KAT'S LANDING

To use the pillow properly, fly Casper down through the hole in the floor, and then morph into the pillow only when it's safe for Kat to fall. If any object hits Kat as she drops, it's Casper who will take damage.



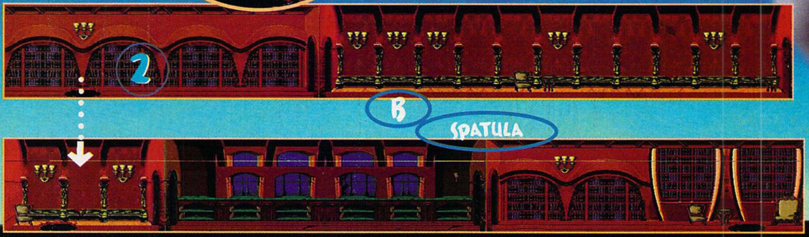


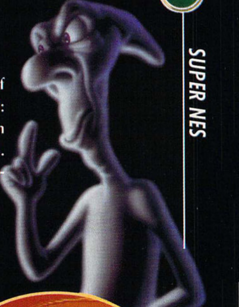




2 DON'T HURRY DOWN THE HOLE!

When you reach this hall full of books, don't drop down the hole before you explore the rest of the rooms to the right. If you do drop down, you can't go back up until you find the Balloon much later in the game.





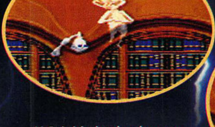
CASPER'S UNCLES

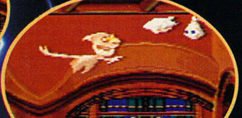
As you make your way through the manor, you'll have to fight one of Casper's fearsome uncles from time to time. Be forewarned: Although they're always found in the same few rooms, the order in which you'll meet these ghosts will change from game to game. You'll need a separate strategy for beating each uncle, but as a general rule, don't try to touch them!

STINKIE

BEWARE OF HIS SMELLY BURPS!

Casper's Uncle Stinkie is a ghost with a bad case of gas! Although he's the easiest uncle to beat by far, beware of the small smelly clouds coming out of his mouth. One whiff of Stinkie's smelly burps will leave Casper gasping for breath!



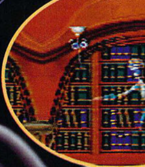


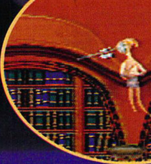
If Stinkie is simply soaring around the room, try to keep Casper well away from him. But when he comes to a stop, close in on his mouth and give him a spritz from the perfume bottle before he has time to burp!

STRETCH

BULLIED BY AN UMBRELLA?

Although it may seem to be an awfully weak weapon, Stretch's umbrella makes him the toughest uncle to defeat. Just stay far away from Stretch until he starts to take a jab, then use your plumber's helper to suck his face.



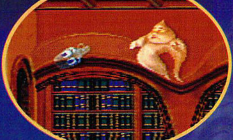


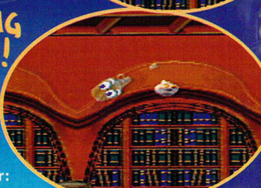
Just fly circle's around Stretch until he tries to jab you, then aim your Plunger straight for his face. If Casper accidentally touches any other part of his body, or his umbrella, he's going to take a hit.

FATSO

PULL THE PLUG ON YOUR JUG!

Fatso moves at a snail's pace, except when he morphs into a bouncing blob! Just hit him with your jug's plugs, but remember: You'll harm him only when he's a small blob, so don't fire until he's transformed!

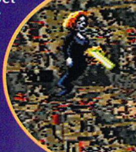


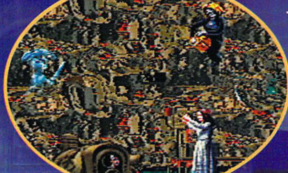


When Fatso changes into the bouncing blob, it's best not to go chasing him around the room. Instead, try to stay close to center of the screen and just shoot a cork at him when he comes bouncing by.

CONFRONTING CARRIGAN

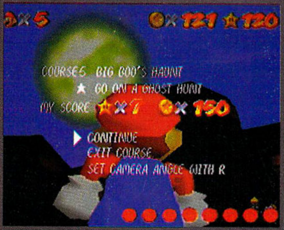
At the end of the game, Casper will have to confront Carrigan, a mean ghost who's guarding the Lazarus Machine. Your best bet is to avoid the gobs of goo that Carrigan spews, and to use your pirate sword to deflect the ghoul's electric beams.





To avoid the globs of goo, stay close to the water on the left side of the screen. If you can deflect an electric beam back into Carrigan's face, Kat can pour more Integrator into the machine!

NP'S ARENA



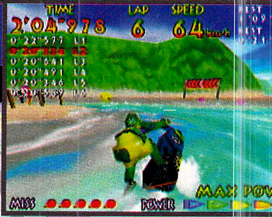
BATTLE ZONE

SUPER MARIO 64

You might have found one hundred coins in Big Boo's Haunt, but have you found all the coins in the entire level? You have the cool chart on back of the poster in Volume 90, so you know that there are more than 150. Search every spooky nook and cranny in the haunted house and stomp on all the enemies, then take a photo of your high score and send it to the Arena. The first top twenty coin collectors win four Super Power stamps each.

CHALLENGE #1

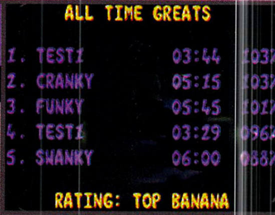
WAVE RACE 64



How fast can you ride the waves around Sunny Beach in Time Trials mode? This might seem like an easy challenge until you realize you're pitted against some of the best gamers in the country. To qualify, set Time Trial mode up for a six lap race. Take a picture of your time and the number of laps completed after you blast across the finish line. The top twenty fastest times win four Super Power stamps each.

CHALLENGE #2

DKC 3: DIXIE KONG'S DOUBLE TROUBLE



ALL TIME GREATS

1.	TEST1	03:44	103
2.	CRANKY	05:15	103
3.	FUNKY	05:45	101
4.	TEST1	03:29	096
5.	SWANKY	06:00	088

RATING: TOP BANANA

Here's a challenge you can go ape over: What's your lowest time and highest percentage for Donkey Kong Country 3: Dixie Kong's Double Trouble? You should score at least 103% and beat Cranky's time, but there are rumors that the top apes can collect as much as 105%. The top twenty-five players with the best times and highest percentages win four Super Power Stamps each.

MORE TWISTED CHALLENGES

Keep sending in your most twisted and outrageous challenges. If we use your entry, you'll receive four Super Power Stamps. Here is the latest round of winners:

TWISTED!

Can you complete the first stage in Doom using only your fists?
—**Curtis Brotherston**, Colorado Springs, CO

Can you defeat Heckran in Chrono Trigger without using any magic or tech attacks?
—**Luis Jorge**, Northville, MI

Can you finish Mega Man X3 using only the X-Buster, without picking up any Heart Tanks, Sub Tanks or Robot Rides?—**Rick Minter**, Sealy, TX

Can you defeat Ganon in The Legend of Zelda: A Link to the Past using the Green Armor, Blue Shield, the Lamp—instead of the Fire Rod—and no fairies or potions?—**Travis Small**, Owings, MD

Can you defeat Bahamut and Asura in Final Fantasy II without using the Wall Spell?
—**Alvin So**, New York, NY

JANVS NP MCMXCVII

CHRONO TRIGGER

Scored 2371 points on the Speeder Bike Race Log (Volume 87)

Kyle Adams	Cincinnati, OH
Joshua Anderson	Edmonton, AB
Brent Arnold	Quincy, IL
Eric Becker	St. Louis Park, MN
Matthew Bernhardt	Flushing, NY
Patrick Biltgen	Naperville, IL
Nick Bodnaruk	Tuscon, AZ
Jon Boothe	Ogden, UT
David Brady	Pink Mountain, BC
Daniel Bulich	Somerset, NJ
Logan Byam	Kinsale, VA
Jasper Cacananta	Panorama City, CA
Brian Canning	Reno, NV
Paul and Jesse Carlson	New Hope, MN
Jimmy Chao	Iselin, NJ
Zachary Culver	Memphis, TN
Cory Descant	Cottonport, LA
Nima Dowlatshahi	Pleasant Hill, CA
Julien Dupont	Quebec City, PQ
William Gallaher	Kittanning, PA
Frdàric Gauthier	Chicoutimi-Nord, PQ
Danny Giammalvo	Oviedo, FL
Mike Holland	Corona, CA
Paul Hutcherson	Nashville, TN
Aaron Joslin	Portage, MI
Shaun Kempston	Monterey, CA
Stephen King III	Suquamish, WA
Patrick Knoedler	Saginaw, MN
Michael Kostelny	Niceville, FL
Irwin Kwan	Saskatoon, SK
Jeremy Lafon	Russellville, AR
David Land	San Diego, CA
John Lange	Alexandria, VA
Samson Lau	Edmonton, AB
Matt Lawrence	Mancos, CO
Kevin Lee	Capitola, CA
Steven Lee	Temple City, CA
Scott Martineau	Salem, NH
Rob McQuarrie	Sherwood Park, AB
Alex Merchant	Mobile, AL
Paul Meyers	Pilot Hill, CA
Patrick Mills	Monroe, LA
Dan Navaroli	Leominster, MA
Dustin Nguyen	Pinole, CA
Suzanne Parent	Vanier, ON
Darcy Patko	North Vancouver, BC
Adam Plewes	Moncton, NB
Tony Scampini	Camas, WA
Chris Schmitt	Jamaica, NY
Jared Scott	Lawton, OK
Mansoor Siddiqui	Markham, ON
Joshua Skeels	Spring Valley, CA
Shawn Spencer	Smyrna, TN
Marc St-Pierre	Lac St-Charles, PQ
Paul Thacker	Catlettsburg, KY
Gabriel Therien	Montreal, PQ
Matthew Wach	Davenport, IA
Curtis Wilson	Bellville, OH
Austin Wester	Winnemucca, NV
David Young	Ontonagon, MI
David Zahorcak	Tualatin, OR

KILLER INSTINCT

Finished Killer Instinct without using a Continue (Volume 87)

Chris Anciano	Cerritos, CA
Brent Arnold	Quincy, IL
Benjamin Benzio	Connellsville, PA
Justin Breidenbach	Milford, OH
Kyle Broderick	Jenks, OK
Patrick Byrns	Cabot, AR
Dan Chapman	Endeavor, WI
Jie Chen	San Francisco, CA
Adrian Contreras	Fresno, CA
Stanley Cwieczkowski	Mississauga, ON
Matthew DeBoer	Peoria, AZ
Jonathan Dolak	Seward, NE
Nick Emmerich	New Berlin, WI
Adrian Ferreyra	Newton, NJ
Art Galarza	Pico Rivera, CA
Andrew Gerard	Ulysses, KS
Isaac Greear	Nevada, IA
Aaron Houle	Canandaigua, NY
Henry Jenkins	Brandywine, MD
John Jurjevich	Harahan, LA
Michael Larson	Collegeville, PA
Ho The Ly	Hempstead, NY
Patrick Martin	Whiteman AFB, MO
Neil McCammon	Maryville, TN
Ed McGrogan	Whitesboro, NY
Dennis Paredes	Naugatuck, CT
Joesph Phillips	Moore, OK
David Rhodes	Columbia, SC
Jesse Silsbe	Terrace, BC
Joseph Van Orden	Edison, NJ
Nate Voelker	Valmeyer, IL
Bryan Wagner	Shavertown, PA
Scott Warren	Camrose, AB
Andrew Wu	San Jose, CA

YOSHI'S ISLAND

100% scores in all six worlds (Volume 87)

Robert Alvarado, Jr.	Huntington Station, NY
Drew Bannister	Clarkston, GA
Wesley Bear	Mohrsville, PA
Sandy Bolte	New Haven, MO
Matthew Boyle	Eau Clair, WI
Michael Cajigal	Miami, FL
Alexander Chang	Honolulu, HI
Ryan Clark	Kansas City, MO
Gregory Craft	Springfield, VA
Steven Derr	West Newton, PA
Marc-Olivier Doyon	Ste-Julie, PQ
Marvin Flores	Hollywood, FL
Jonathan Gross	Farmingdale, NY
Warren & Avah Ham	Northridge, CA
Eric Heintz	Pittsford, NY
James Humphreys	Streamwood, IL
Lauren Janowitz	Albany, NY
Carlos Juarez	Victoria, BC
Stephen King III	Suquamish, WA
Yuxi Lai	Dearborn, MI
Brian Laughlin	Racine, WI
James Ray Loewen	Isabella, OK
JoÉo MagalhÉes	Caldwell, NJ
Billy Miller	Tell City, IN
Josh Nickerson	Homer, LA
Megan Oswald	Allentown, PA
Jaime Ramirez	Othello, WA
Marjorie Rishel	Pittsburgh, PA
Eric Rogers	Berlin, CT
Steven Schelter	Macomb, MI
Jeff Schuth	Naperville, IL
Stephen Signor	Amarillo, TX
Ben Simpson	Cobourg, ON
Chris Spangler	New York, NY
Alvin Thalappillil	New Hyde Park, NY
Kevin Valdes	Miami, FL
Adam Welsh	St. John's, NF
David Wonn	Gahanna, OH
Roger Yoshimura	Chino, CA
Mark Zuneska	Central Islip, NY

MEGA MAN X3

Completed Rhino Stage first (Volume 84)

Eric Blankenbeckler	Walland, TN
Tavis Bryant	St. Louis, MO
Jorge Camacho	Humacao, PR
Brandon Camp	Springdale, AR
Chris Chen	Cupertino, CA
Clifford Chi	Thousand Oaks, CA
Tien Doan	San Jose, CA
Matt Douglas	Long Beach, CA
Jeffery Feller	Jacksonville, AR
Glenn Garner	Loganville, GA
Ryan Griffin	Wakarusa, KS
Jeffery Hardy	Hamilton, NJ
Benjamin Harris	Des Moines, IA
Mark Hobson	Bowling Green, OH
Derek Holliman	Ovett, MS
Nicolai Hoti	Anchorage, AK
Ely Hsu	Jacksonville, FL
Casey Hubert	Bonney Lake, WA
Sean & Terry Kelly	Yuma, AZ
Robert Koch	El Paso, TX
Joseph Lara	Hurst, TX
Wade Lehmann	Bloomington, MN
Robbie Ludwig	Ann Arbor, MI
Sean Maloney	Sterling, MA
Nicholas Matthews	Charlotte, NC
Matthew McIntyre	Bronx, NY
Daniel Memmu	Defiance, OH
Jeff Monhait	Wilmington, DE
Jonathan & Benjamin Mood	Fullerton, CA
Eric Morrison	Tribune, KS
Kevin Peacock	El Cajon, CA
Raul Perez	Victoria, TX
Matthew Powick	Augusta, GA
Aaron Ravel	Carmichael, CA
Tony Serge	Quakertown, PA
Brad Smith	Tampa, FL
David Strom	Augusta, GA
Michael Territo	Cliffside Park, NJ
Adley Vahue	San Antonio, TX
Cory Waxman	Ramsey, NJ
Alex Wilkerson	Modesto, CA
John Zdunowski	Stanley, VA

Write your name, address and Member Number on the back of your photo. Challenges in this issue must be received no later than February 10, 1997. The top qualifiers receive Super Power Stamps. Include your Super NES in the photo of your high score. Dim the lights and then take a few photos without a flash. If you're taking a photo of a Game Boy, place it on a flat surface.

Address entries to:
POWER PLAYERS' ARENA
P.O. BOX 97033
REDMOND, WA 98073-9733

ENTER THE ARENA

PLAYER'S POLL CONTEST

GO APE ON THE ICE LIKE KIDDY AND DIXIE!

GRAND PRIZE Go to the Olympic Sports Complex at Lake Placid!

Donkey Kong Country 3
Dixie Kong's Double Trouble!
Only For Nintendo
Dixie Kong Meets KAOS in a Wild New Adventure!
Super Nintendo Entertainment System

- ✳ Take a ride down America's only OLYMPIC BOBSLED RUN!
- ✳ Win Donkey Kong Country 3: Dixie Kong's Double Trouble for your Super NES!

2ND PRIZE

5 Winners

The Donkey Kong Bunch
Donkey Kong Country 1 2 3 Trilogy
3-CD SET

- ✳ DKC Trilogy CD sets!
- ✳ The Donkey Kong Bunch Sweatshirts!
- ✳ Donkey Kong Country 3: Dixie Kong's Double Trouble!

3RD PRIZE

50 Winners

Hang with the bunch in a power T!

Nintendo Power

- ✳ Nintendo Power T- Shirts

NP PLAYER'S POLL

YOUR VOTE COUNTS!

YOU CAN'T WIN IF YOU DON'T SEND IT IN!

OFFICIAL CONTEST RULES

No purchase necessary. To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 90, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 92
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than January 25, 1997. We are not responsible for lost or misdirected mail. On or about February 7, 1997, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address above after February 28, 1997. GRAND PRIZE: The Grand Prize Winner will win a trip for two to Lake Placid to ride a bobsled, with a professional driver, down the 1/2 mile Olympic bobsled track at the Olympic Sports Complex. If under 18, the winner must be accompanied by a parent or guardian. Hotel and round-trip airfare are included. If the weather does not permit contest fulfillment before the winter bobsled run closes, a summer trip and summer bobsled experience will be substituted. Estimated total value of all prizes is $5,000. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

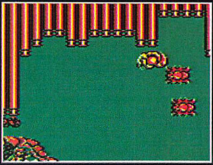
BEAT THE BOSS

If you're looking for an inside edge to get you through the last level of your game, today is your lucky day. Get the facts from the pros on how to smash the biggest baddies on your block.

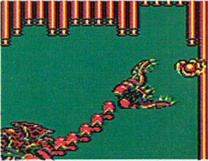
METROID II RETURN OF SAMUS

Word to your Mother

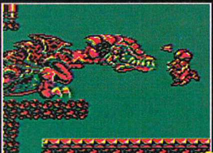
Mother Metroid's hostile abode is Samus Aran's last stop before blasting off of this wretched rock. This final battle isn't that tough if you make preparations. Be sure you enter the room with a full load of energy and at least 200 missiles. After you defeat Mother Metroid, return to your ship and watch the ending credits.



If you use your Spider Ball to explore all of Mother Metroid's chamber, you will find a small cache of Energy and Missile refills.



Jump and dodge as best you can, but don't worry about taking too many hits. If you have full energy, you should outlast the beast.



When Mother Metroid snaps her teeth at you, jump up and fire Missiles at her head. You'll need to launch at least 180 Missiles to eliminate her.

The End
TIME 19:40

GAME DEVELOPMENT

PROGRAMMER

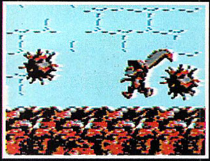
R.HARRISON

GRAPHICS

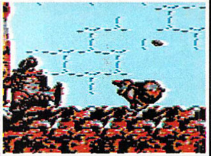
DONKEY KONG LAND 2

Make a Fool Out of K. Rool

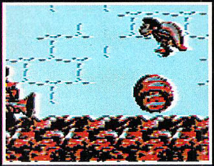
K. Rool's not in the mood to monkey around in the Krocodile Kore. He modified his game plan after you defeated him in the Flying Crock. You'll have to be patient and dodge everything in this one-sided contest. If you can stay alive long enough, you'll be rewardec with a cannon ball to throw back at the crooked croc.



Later in the battle K. Rool will shoot spiked balls at you. If you have Dixie, you can use her Helicopter Spin to fly above these obstacles.



If you time your throw just right, the cannon ball will land inside K. Rool's gun. You must throw the ball when the gun's vacuum is activated.



K. Rool will shoot a barrel at you with his gun. Jump on the barrel to break it open and pick up the cannon ball rolling around inside.

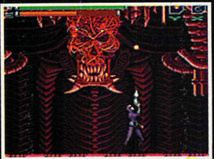
VIDEO GAME HEROES
28
39
29

Hit K. Rool with one cannon ball and you'll be a video game hero. If you want to be on the top podium, you must collect all the DK Coins in the game.

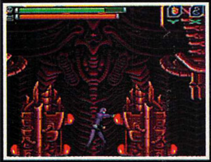
PHANTOM
2040

Inflict Maximum Damage

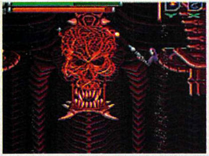
Maximum is one of the largest and creepiest baddies in Phantom 2040. Make sure you turn on your Armor ability when you first enter the Inner Core and remove the arms with your Energy Blast. You can use different weapons to defeat this baddie, so if Maximum doesn't flash when you hit him, try changing your firepower.



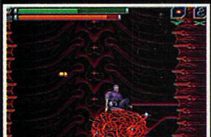
It takes 30 hits from the Energy Blast to destroy an arm. Make sure you avoid the holes the arms create as they break through the floor.



Shoot the head 25 times until it stops flashing. Use the Punch or Wave Gun attacks to destroy the six red balls on the power generator.



Hang from the left or right wall and fire the Energy Blast at the two neck segments. You must avoid the white balls of energy in the room.

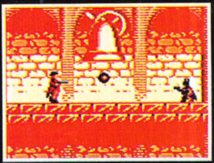


After you destroy the neck, jump on top of the head. Use the Spread or Energy Blast and hit the head 80 to 100 times until it is destroyed.

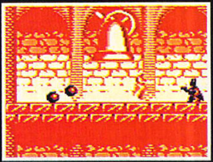
BATMAN™

Good to the Last Drop

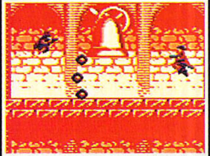
You'll have to drop the Joker off the top of the Gotham Cathedral to complete the game. Your main strategy should be to inflict as much damage as possible while avoiding the Joker's counterattacks. While any weapon will work against the Joker, using Batman's T weapon is the best way to ensure that you get the last laugh.



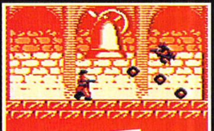
Any weapon will damage the Joker, but Batman's lethal T weapon is the most effective. Look for the T Weapon around the Fleugalheim Museum.



Don't let the Joker get too close. Jump over him and move to the opposite side of the room before he can corner you and ring your bell.



It's important to get off as many shots as possible during the battle. The Joker will often walk into your sights as he tries to return fire.



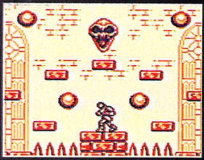
Jump and duck as the Joker shoots. You'll have more time to react and move if you stand as far away as possible from the maniacal madman.

"JOKER: THE EVIL
LEADER: IS DEFEATED

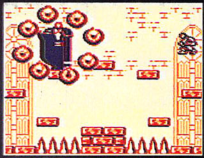
Castlevania II Belmont's Revenge

Drac's Last Stake Out

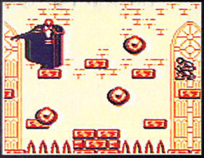
Drac's back and he's not a sucker for an easy battle. He'll disappear and reappear throughout the battle, using eight magical spheres to knock you into the spikes below. Stay on the far right or left platforms in the room and jump the spheres. Dracula can only be hurt if you hit him in the head with your trusty whip.



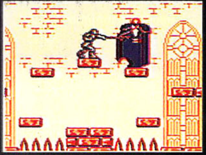
Drac first appears as a sinister skull, but later transforms into human form. The secret to defeating him is to avoid the shooting spheres.



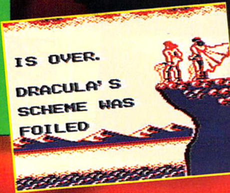
Practice jumping the spheres as they radiate through the room. After a while you'll see a pattern and start to anticipate and avoid the attacks.



If you can keep some distance between you and Dracula's expanding spheres, you'll have enough time to react and find a safe spot in the room.



Dracula is only vulnerable if you hit him in the head. Try to swing your whip as fast as you can at him before he vanishes into the mist.



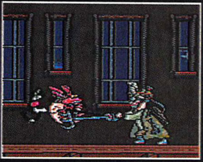
IS OVER.

DRACULA'S SCHEME WAS FOILED

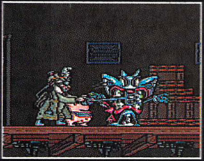
AAAHH!!! Real Monsters

Monstrous Degree

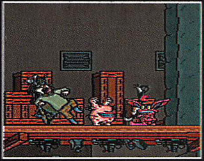
When you reach the Monster Hunter's room, you'll find a cryptic clue that reads "Scare Monster Hunter when goggles are off." The trick is to find out what makes the Monster Hunter take his scare-proof goggles off. If you look around the room, you'll find two flashing red lights. Hit the lights and make a fright.



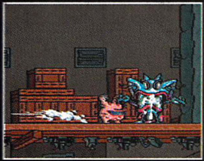
The Monster Hunter will try to snare you with one of his weapons. Your only chance to scare him is while he's confused and checking his goggles.



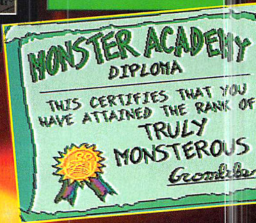
Trash won't damage the Monster Hunter and you can't scare him while he's wearing his goggles. Shoot the flashing red lights in the room instead.



If you turn the flashing red lights on or off, the Monster Hunter will think there is something wrong with his goggles and remove them.



If you can scare the Monster Hunter five times while he's checking his goggles, you'll win the game and earn your monsterous degree.



MONSTER ACADEMY

DIPLOMA

THIS CERTIFIES THAT YOU HAVE ATTAINED THE RANK OF

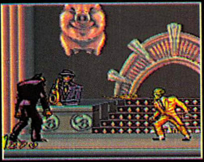
TRULY MONSTEROUS

BEAT THE BOSS

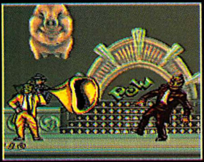
THE MASK

Club Chaos

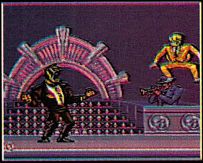
You're the only thing standing between Dorian Tyrel and his plans to rule Edge City. Tyrel can win if he can prolong this fight. You must use your Morph Points wisely to win the game. Use all your Gun power before switching to Punch and Mallet Attacks, or alternate with a Zip and Super Slide attack.



Dorian Tyrel has a piece of the Mask and knows how to use it! The last battle in the game is held on the flashy stage inside the Coco Bongo Club.



The Horn and Guns do a ton of damage to Dorian, but you'll quickly run out of Morph Energy. Try the Zip and Super Slide moves instead.

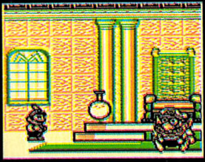


There's nothing you can do to avoid Tyrel's special Scream Attack. The trick to winning is to conclude this battle as quickly as possible.

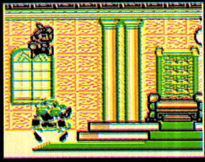
SUPER MARIO LAND 2 6 Golden Coins™

Whack Wario!

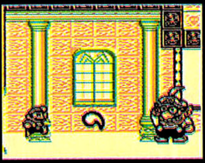
Wario has studied your moves throughout the game and he's ready to give you a taste of your own mushroom powers. Jump on Wario's head as he springs around the screen. After you hit him three times he'll run away and transform into a Bunny Wario. Hit him three more times and he'll change into his final form–Fiery Wario.



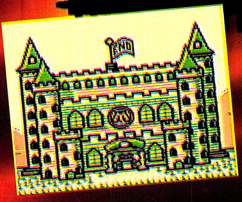
Avoid Wario as he jumps around the screen at the start of the battle. Watch out for the crystal balls that randomly fall from the ceiling.



To defeat Wario, you must jump on his head nine times during the battle. Wario changes his form and his strategy after he's hit three times.



You're only three stomps away from winning when Wario confronts you with his fiery form. Jump the fireballs, then make a leap for his head.



NOW PLAYING

Your Power Guide To The Latest Releases

January 1997

Nintendo
N64
Game Boy
Super NES

Star Wars: Shadows of the Empire

Nintendo/96 Megabits

NINTENDO 64
Only For
STAR WARS
SHADOWS OF THE EMPIRE
TEEN

Category	Action
Graphics & Sound	4.8
Play Control	3.9
Challenge	4.5
Theme & Fun	4.2

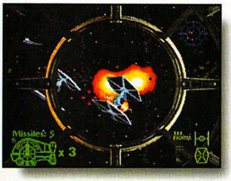
- 3-D Action, 1-Player
- Game Pak Memory
- 10 Stages, 4 levels of difficulty

Rating Teen

The fate of the empire lies in the shadows on the Nintendo 64.

LucasArts has completed a monster action game that combines the best of their hyper TIE fighter and stalking Dark Forces genres in this N64 title published by Nintendo. If Shadows doesn't take you back to that galaxy far, far away, you probably don't have an ounce of the Force in you. Too bad. But for those of you who aspire to be a Jedi, the future is bright. In Shadows, you play the role of Dash Rendar, an underworld good guy (though unshaven) and associate of Han Solo. Dash pilots speeders for breakfast, infiltrates enemy bases for lunch, blasts TIE fighters for dinner and generally demonstrates a voracious hunger for trouble of any sort. The action in Shadows takes you from the frozen world of Hoth to the pinnacle of power in the Black Sun organization. Along the way, you'll ride a train the hard way, battle a walker mano-a-mano, confuse a wampa, defy gravity using a jet pack, splash through a sewer, blast asteroids, duel with Boba Fett and introduce approximately one billion Imperial Storm Troopers to the happy end of your blaster. The four levels of difficulty start at Easy, which is still fairly challenging, and quickly rise beyond any reasonable human tolerance. The AI of the enemies who shoot at you absolutely goes through the roof. At the Jedi level of difficulty, you might as well close your eyes and wait for the Force to guide you. This month's Power gives you the only hope in the galaxy. Read it, then pray a lot.

70
Health
100
Laser



➕ Great graphics. Great shooting action. Great sound. Great hidden-stuff. Great wampas. Great game!

➖ Some awkward camera positions and movement. INCREDIBLY difficult at high AI levels.

Pro's Picks SP HS DO TM PS LS

NBA Hang Time
Midway/96 Megabits

NBA HANG TIME
MIDWAY
NINTENDO 64

Category
Arcade Basketball

Graphics & Sound 4.0

Play Control 4.4

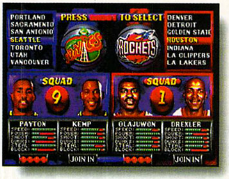
Challenge 4.6

Theme & Fun 4.3

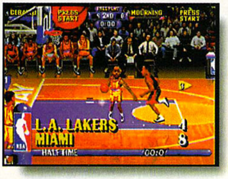
- 4-Player Simultaneous
- Game Pak Memory
- Controller Pak Compatible
- NBA team and player licenses

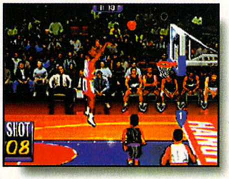
Rating
K-A

A slam dunk on the N64.


PORTLAND
SACRAMENTO
SAN ANTONIO
SEATTLE
TORONTO
UTAH
VANCOUVER
PRESS TO SELECT
DENVER
DETROIT
GOLDEN STATE
HOUSTON
INDIANA
LA CLIPPERS
LA LAKERS
SQUAD
SQUAD
PAYTON
KEMP
OLAJUWON
DREXLER
JOIN IN
JOIN IN

Midway's NBA Hang Time has ruled the arcades over the past several months and now it's about to completely take over your life. The N64 version of Hang Time may be the best arcade translation to date. The default use of the C and A buttons as turbo for player moves takes a little patience. Fortunately, you can switch controller buttons to a setup that makes sense. Hang Time may be a clone, but it's a clone that rocks. You have most of the NBA's top stars (except Jordan and Shaq), cool slam dunks and "on fire" shots, more characters than in the Jam games, a four-player mode and great special codes. (Subscribers should check out this month's special 64 tips insert for some of the hottest Hang Time codes.) The AI makes the game fun and challenging for one player, but this game is really meant for two to four players. As for the graphics, NBA characters not only look like their real-life counterparts, they play like them, too. Power gives the best player match-ups for Hang Time in this month's review. If you're a fan, you can't go wrong.


PRESS START
MOURNING
PRESS START
L.A. LAKERS
MIAMI
HALFTIME

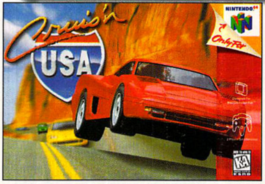


➕ Excellent graphics. Very close to the arcade game.

➖ Default control button selection is awkward.

Pro's Picks DO PS LS

Cruis'N USA
Nintendo/96 Megabits


Cruis'n USA
NINTENDO 64

Category
Arcade Racing

Graphics & Sound 3.0

Play Control 3.4

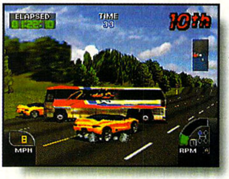
Challenge 3.0

Theme & Fun 3.1

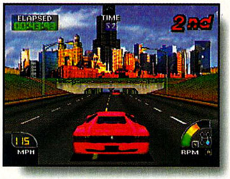
- 2-Player Simultaneous
- Game Pak Memory
- Controller Pak Compatible
- 13 Tracks

Rating
K-A

The ultimate road race takes you across the USA.


ELAPSED
TIME
10th
MPH
RPM

For reasons that defy technical analysis, but are clear to anyone who just likes to rip, Cruis'n USA ranks as one of the most popular arcade games of the '90s. Now, through the miracle of cross-platform germination, you can experience the same logic-defying speed and intensity on your N64. Fans of the arcade Cruis'n will find very few changes from their 32 valve Holy Grail. (Okay, you can't knock cows into the air anymore. Those days are over, and it's a good thing, too, because cow collisions are just cruel and you should be ashamed of yourself for having taken such pleasure from bouncing those bovines off your bumpers.) As for newcomers, Cruis'n USA puts you behind the wheel of one of four very sassy cars in a cross country rally. The race takes place in legs stretching from California to D.C. Along the way, you'll break every conceivable traffic law and regulation (except parking) as you plow through cities, forests, deserts, countrysides, across bridges and through tunnels. The 3-D terrain twists, turns, dips and climbs, sometimes so sharply that your car will forget that it isn't a Lear jet. One player may cruise across the USA or challenge individual legs of the rally. Two players compete in a horizontally split screen VS. Mode. As in the arcade game, players can also access hidden cars including a school bus, police car and jeep. If you live for speed, Cruis'n will blow your doors off. Don't miss this month's rally report.


ELAPSED
TIME
2nd
115
MPH
RPM

➕ Close reproduction of the arcade game's look and feel.
Nice customizable control settings. Cows can breathe easy.

➖ Flat objects. No new or hidden tracks.

Pro's Picks TM

4-in-1 Fun Pak

Interplay/Rerelease/1 Megabit

Category
Boardgames

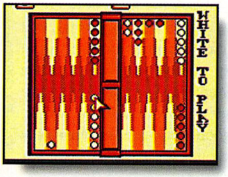
Graphics & Sound	3.0
Play Control	3.4
Challenge	3.5
Theme & Fun	3.3

- Originally released in 1992
- No Save, 4 Games included
- 2-Player Alternating or Simultaneous

Rating N-R

Classic board games return to Game Boy from Interplay.

One of the best ideas ever for Game Boy was actually four ideas combined in one Game Pak. Back in 1992, Interplay cleverly shoveled Chess, Checkers, Backgammon and Reversi into a single package that could be played by one or two players on one or two Game Boys. Interplay used the Sargon chess program, which incorporates six levels of difficulty. It may not match a master, but it will give most players all they can handle. The checkers game may be a little bit lower brow, but it's fast and fun. The ancient game of Backgammon involves strategy and luck while Reversi is a cunning game of leapfrog in which you try to fill the board with your own colored markers. These games are great for travel or home and may represent the best replay value of any video game.



+ Four great games. One- and two-player options.

− No save feature.

Pro's Picks SP ● ● ● ● ● LS

Animaniacs

Konami/Rerelease/2 Megabits

Category
Action

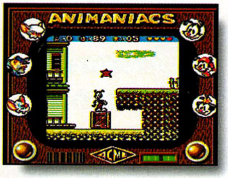
Graphics & Sound	3.2
Play Control	3.2
Challenge	3.1
Theme & Fun	2.9

- 1-Player Mode
- Password
- 24 Stages

Rating K-A

When classic movies meet classic cartoons, you're bound to get a classic Game Boy title.

In Animaniacs for Game Boy, you must use love to get what you want. Talk about cynicism. The guys who developed this game at Konami must have had a bad date the night before. But in keeping with the wacky fun of Warner Bros.' Animaniacs cartoons, the game uses Dottie's swooning kiss as one of the specialized attacks that will help you scamper through each of a dozen movie-set stages. First released in 1995, Animaniacs earned high praise, not to mention a dollar or two. One of the reasons was the variety of play, which includes inventive levels as well as the three special cat attacks. The movies in which our heroes find themselves range from home on the range westerns to RIP horror flicks. Throughout the game, the graphics are remarkably good and the Super Game Boy enhancements include a surprisingly rich sound track. Animaniacs sold-out once and it will probably sell-out this time, too.



+ Good graphics and sound.

− Some areas may be overly challenging for young players.

Pro's Picks SP ● ● ● ● ●

Castlevania Adventure

Konami/Rerelease/.5 Megabit

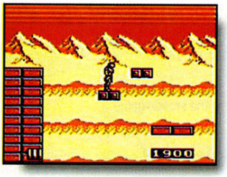
Category
Action

Graphics & Sound	4.1
Play Control	3.3
Challenge	3.4
Theme & Fun	3.8

- 1-Player Mode
- No Save, 5 Stages
- Originally released in 1989

Rating N-R

Castlevania Adventure whips your Game Boy into a frenzy.



Whip it good! That's the slogan of the Belmonts—vampire hunters extraordinaire. In the first Castlevania game for Game Boy, introduced back in the video game dark ages of the last decade, Christopher Belmont whips everything into submission in his search for Dracula. Although you might think that a game from

1989 is a bit long in the tooth, amazingly it's as good as anything that has appeared in the ensuing years. The action involves Belmont scrolling through five haunted levels, collecting longer whips and special weapons such as Holy Water for attacking a host of hideous monsters and ghouls. In spite of the small memory size—just half a pint...sorry, half a megabit—Castlevania Adventure packs in excellent graphics and play control. The stakes are high, not to mention sharp. If you missed this one previously, don't miss it again.

+ A real classic. Lots of action. Excellent play control.

− No password or save feature.

Pro's Picks SP LS

Super NES Casper

Natsume/8 Megabits

CASPER
NATSUME
SUPER NINTENDO

Category
Action

Graphics & Sound 2.8

Play Control 2.7

Challenge 2.7

Theme & Fun 2.8

- 1-Player Mode
- No Save
- Casper can pass through walls.

Rating K-A

You'll have a ghost of a chance of escaping from this haunted house.

Casper, the friendly ghost, leads Kat Harvey, the little girl, through a spooky mansion in this Super NES game from Natsume. The developer, Absolute, went out of business shortly after finishing Casper, which may suggest that the game is cursed. (You might not want to play alone, at night, or in a graveyard.) Loosely based on the Casper movie, the play involves a fat, but wispy little apparition who changes into various objects in order to defeat the many unfriendly ghosts who roam randomly through the house. He must also protect Kat from traps and dangers. Casper can dematerialize and pass through walls to check out nearby rooms. The items that Casper uses and the uses to which he puts them are often comical, in keeping with the movie. Players will find more challenge than they might expect. This month's Power review will help you avoid the specter of defeat and keep you in business.

CASPER 11965

+ Fairly challenging.

− Poor hit detection.

Super NES Magic Boy

JVC/4 Megabits

MAGIC BOY
JVC
SUPER NINTENDO

Category
Action

Graphics & Sound 3.4

Play Control 3.0

Challenge 3.2

Theme & Fun 2.9

- 2-Player Alternating
- Passswords
- Fun and challenging.

Rating K-A

Magic moments await in this platform game from JVC.

Having no license, standard game play and a big-head character with no personality may not seem like the optimum combination of elements for a video game. But in the case of Magic Boy for the Super NES, the conventional wisdom doesn't hold true. Magic Boy defies all logic and turns out to be fun, even challenging. The game play features a little character with a wand who stuns and captures an assortment of critters. In addition to bagging beasts, the game concentrates your efforts on collecting fruit and hitting switches. If you succeed at all these activities, you'll move from one level to the next. Each level takes the form of a vertical maze, so jumping is a requirement, too. Although your first reaction might be to dismiss this no-name game, doing so would be a mistake. Take a closer look in this month's Power review.

+ More challenging than you might expect. Good for all ages.

− The happy Caribbean music will drive you nuts.

Pro's Picks

Game Boy Marble Madness

Mindscape/Rerelease/2 Megabits

MARBLE MADNESS

Category
Action Puzzle

Graphics & Sound 3.3

Play Control 3.2

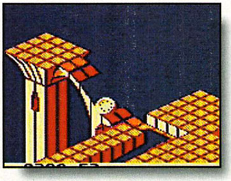
Challenge 2.9

Theme & Fun 3.1

- 2-Player Alternating
- Game link, No Save
- Originally released in 1991

Rating N-R

EXTRA! EXTRA! Marble Madness outbreak. Doctors stumped.



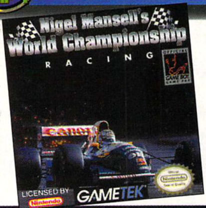
Through many reincarnations since 1984, Marble Madness has rolled into the hearts and mental health records of video game enthusiasts. What's at work here? In this Game Boy version of Marble Madness, you are in charge of rolling a seemingly innocent marble through a series of obstacles, traps and enemies in order to reach a goal at the end. Sounds simple. But the marble seems to have a willful streak of its own. Just when you think you've navigated to a place of safety, the marble may roll off a ledge and smash itself to bits. Madness may be too mild a phrase for the depth and nature of the emotions that follow. And yet, in spite of all the throbbing headaches, fits and nightmares caused by Marble Madness, the game is surprisingly fun. One and two player modes and two different controller modes keep the action interesting during your slow decline into video dementia. Mindscape will rerelease Marble Madness on an unsuspecting public (fortunately, you have been warned) before the end of 1996.

+ Fun and very involving. Good graphics and two controller modes.

− Control can be frustrating.

Pro's Picks

Game Boy Nigel Mansell's World Championship
GameTek/Rerelease/1 Megabit

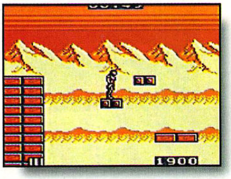


Category	Racing
Graphics & Sound	3.0
Play Control	3.3
Challenge	3.3
Theme & Fun	3.3

- 1-Player Mode
- Password
- 16 International grand prix races.

NO RATING NR Rating N-R

The blazing Brit returns to the GB track in this rerelease from 1993.



Nigel Mansell's World Championship for Game Boy includes most of the features found in the Super NES game. Players can race on a single track, compete over an entire season, take a test drive or let Nigel show them the way. This last option is a training mode in which Nigel demonstrates the best way to attack any given track. In all, there are 16 international grand prix races. But where Mansell really shines is in the game play, which is surprisingly realistic for a Game Boy racer. If you missed this one four years ago, don't make the same mistake twice.

+ Good options and play.

− No real sense of speed.

Pro's Picks

Game Boy PAC-MAN
Namco/Rerelease/1 Megabit

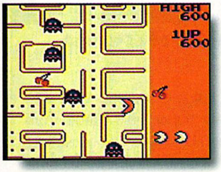
PAC-MAN
namco
Nintendo

Category	Arcade Action
Graphics & Sound	2.9
Play Control	4.0
Challenge	2.9
Theme & Fun	3.2

- 2-Player Simultaneous
- Game Link, No Save
- Originally released in 1991
- Endless Stages

NO RATING NR Rating N-R

The origin of a species revisited.



Even if your memory doesn't take you back to the original introduction of Pac-Man in 1980, you've probably seen and played some version of this classic game that spawned many sequels and imitations. Namco's Game Boy version first appeared in 1991 and will be reintroduced in late 1996 for players who get the video munchies. On the surface, Pac-Man may seem about as simple as tic-tac-toe, but the game quickly becomes a frantic race for survival. It's a sort of electronic Darwinism; you play in a limited area with competing predators and prey and the need to adapt constantly—a regular Galapagos Islands of gaming. But if you've been stuck on a remote island for the last 16 years, sunning yourself with iguanas or whatever, you might not know that Pac-Man is the hungry little hero who gobbles up energy pills and fruit while being chased by ghosts. The mazes become more complex as you progress in the game and the ghosts get faster. Two players can duel to rule the maze, but you'll need two Game Boys, a Game Link cable and two Game Paks. Any way you play, Pac-Man provides hours of fun for gamers of every skill level.

+ As captivating as Tetris.

− Awkward scrolling in the full screen mode.

Pro's Picks DO TM

Tiny Toon Adventures 2
Konami/Rerelease/1 Megabit

KONAMI
TINY TOON Adventures 2
MONTANA'S MOVIE MADNESS
Nintendo

Category	Action
Graphics & Sound	3.9
Play Control	3.4
Challenge	3.1
Theme & Fun	3.4

- 1-Player Mode
- No Save
- Originly released in 1993
- 25 Stages

Rating N-R

A Tiny Toon feast fit for a bunny.

LIFE
B-01
TIME 003
000360

Tiny Toon Adventures 2: Montana's Movie Madness debuted on the tiny screen in 1993 and consequently won the Oscar for best rodent in a starring role. Now Buster Bunny and his pals reprise their roles as they pursue bad guy Montana Max into madcap movie scenes. The game play is a fairly steady diet of jumping and carrot collecting, lovingly garnished with bonus stages and followed by a dessert course of fine bosses. Each stage has a time limit to keep you hopping along, as well. With the rerelease of Tiny Toon 2, the delicious madness continues.

+ Good graphics. Fun. Not just for kids.

− Somewhat poor hit detection and slow movement.

Pro's Picks TM LS

Operation C
Konami/Rerelease/1 Megabit

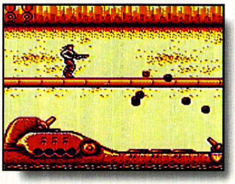
GAME BOY
ULTRA
OPERATION C
Nintendo

Category	Action
Graphics & Sound	4.0
Play Control	4.2
Challenge	3.8
Theme & Fun	3.6

- 1-Player
- No Save
- Originally released in 1991
- 5 Stages

Rating N-R

It's a glorious day for a video raid.



Gamers who wanted intense, commando action in a straight-shooting, side-scrolling game with enough weapon power ups to make Arnold sweat, found it in Operation C when it was first released in 1991. As for plot, who cares? You run, you jump, you shoot everything that moves. But techincally Operation C does it all, from sharp graphics to excellent play control. It won't be easy, though, so check out Volumes 25 and 38 for some helpful codes. (That's right, never toss a back issue of Power!) At the risk of sounding repetitious, this is another classic game that action fans and video guerillas should check out.

+ Well constructed shooter with a constant hail storm of lead.

− Limited variety and not long enough.

Pro's Picks

Pro's Picks

If you like the same types of games as our pro players, then check for his or her seal of approval.

- SP **Scott**–Sports, Simulations, Adventure
- HS **Henry**–Fighting, Action, Sports
- DO **Dan**–Action, Adventure, Puzzles
- TM **Terry**–RPGs, Simulations, Puzzles
- PS **Paul**–Fighting, Sports, Simulations,
- LS **Leslie**–RPGs, Simulations, Adventure

- Graphics & Sound
- Play Control
- Challenge
- Theme & Fun

Power Meter

The Power Meter ratings are derived from pro evaluations using a five point scale with five being the highest score possible for a category.

IDSA Ratings

These Independant Digital Software Assoc. ratings reflect appropriate ages for players.

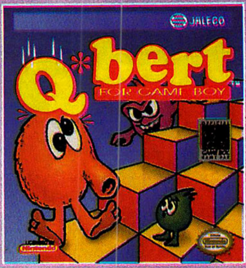
To contact the IDSA regrading the rating system, call 1-800-771-3772.

- EC Early Childhood
- KA Kids to Adults
- T Teen
- AO Adult (18+)
- M Mature (17+)
- NR Games that were released prior to the commencement of the ratings system are designated NR.

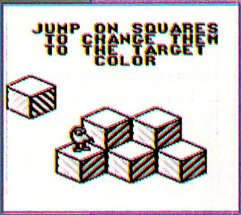
Game BOY

SMALL CLASSICS

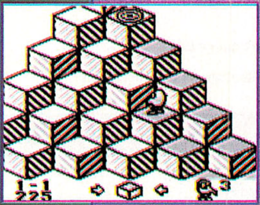
Game Boy games may be small in size, but they can be just as fun as Super NES or even N64 titles. Proof of this comes in the form of this month's Nintendo Power small classics selections. These 16 games are being reintroduced this year. If you've played them already, you know why they're classics. If you missed them when they were initially released, you'll want to play some catch up. Here's your chance.

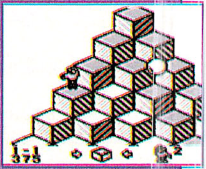


Q*BERT

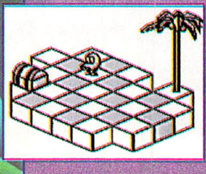

JUMP ON SQUARES TO CHANGE THEM TO THE TARGET COLOR

Before Dilbert and Dogbert, there was a funny little guy who ran around in an arcade game, and his name was Q*bert. No relation. The Game Boy Q*bert, however, is closely related to the arcade game. Q*bert hops on blocks to change their color while avoiding baddies. It's part puzzle, part action and all fun. Jaleco's rerelease of this small classic is long overdue.





Q*bert gives you two controller options—angled movement or straight. Choose straight for the best control, then keep an eye open for baddies.



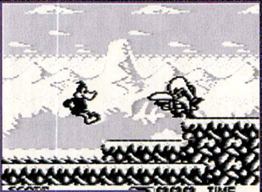
You'll find a greater variety of stages than in the original arcade game and just as much challenge. Q*bert first appeared in 1992, but it's still fresh.

LOONEY TUNES
OFFICIAL GAME BOY GAME PAK
Nintendo
SUNSOFT

LOONEY TUNES

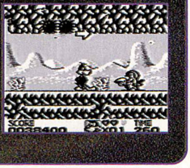
SCORE 0002500
X02
TIME 535

Slap some feathers and a beak on Mario and you've got Sunsoft's Loony Tunes for Game Boy. This small classic originally hit the shelves in 1992 but, except for the lack of programmed Super Game Boy enhancements, you wouldn't know it wasn't programmed yesterday. The platform action features familiar WB characters such as Bugs, Daffy, Yosemite Sam, Sylvester and Tweety. Different characters star in each stage, but the action is consistently solid, though not too challenging.



SCORE 0015500
X01
TIME 463

In the first stage, Daffy meets Yosemite Sam and Marvin the Martian. You can stomp them or hit them with a frisbee.



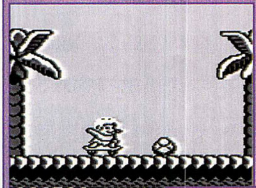
Daffy splashes into an underwater stage to challenge Yosemite Sam. Watch the clock and watch those sea urchins.

ADVENTURE ISLAND
OFFICIAL GAME BOY GAME PAK
Nintendo
HUDSON SOFT

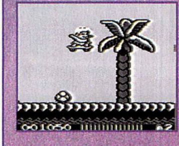
ADVENTURE ISLAND

FERN ISLAND
SELECT ITEM
A YES
B NO
PUSH START
X0
X0
X0
X0
X0

Hudson Soft released the original Hudson's Adventure Island for Game Boy back in 1991, but the hunger for a good adventure game remains just as strong today. Adventure Island falls into the category of platform adventure. You use different weapons and restore energy with food, but you do all this in a side-scrolling world. The graphics may be on the simple side, but the play is more varied than most hop-and-bop platform games. If you find it, it's worth picking up.



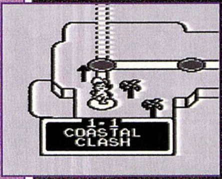
Your little Polynesian pal can use items and friendly animals that he finds along the way.



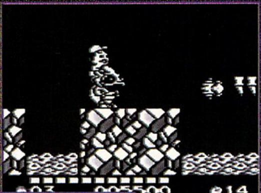
These stones can give you an extra boost, but they'll drain some time, as well. Eat some more fruit to recover.

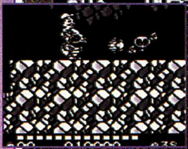
ADVENTURE ISLAND II
ALIENS IN PARADISE
OFFICIAL GAME BOY GAME PAK
Nintendo
HUDSON SOFT

ADVENTURE ISLAND II

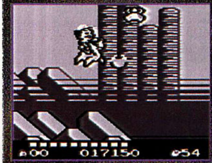

1-1 COASTAL CLASH

Master Higgins, the hero of all Adventure Island games, returned in 1993 for his second Game Boy adventure. The platform style of action remains similar to the first game, but the graphics are bigger and easier to see on the Game Boy screen. Passwords allow you to save your adventure, which is another big plus. Both Adventure Island games deliver hours of island fun at far less cost than a trip to Tahiti.





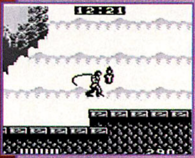
Riding a dinosaur that he found in an egg, Master Higgins can absorb a hit and keep on going.


00
017150
54

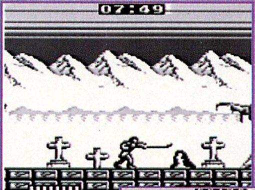
The animal friends in Adventure Island II exhibit some remarkable abilities that are essential for passing some stages, but the animals eat up your time, too.

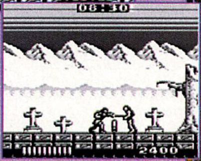
GAME BOY
KONAMI
The Castlevania Adventure
Nintendo

CASTLEVANIA ADVENTURE

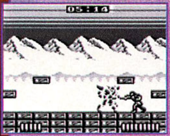


Castlevania Adventure ranks as one of the best action games in the vast Game Boy library. Christopher Belmont—vampire hunter—comes to life with whip-snapping excitement. The four stages include ghoulish monsters of all sorts, from mudmen to Dracula himself. The play control and graphics are exceptional for the Game Boy format thanks to a top development team at Konami.





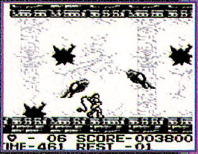
Simon collects whip length and other weapons, such as an axe and boomerang, for warding off evil creatures.



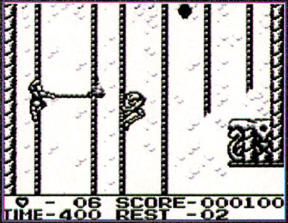
Boss characters add plenty of challenge to the game. You'll have to dodge with skill and attack at critical times. Special weapons will give you the edge you need for victory.

GAME BOY
KONAMI
Castlevania II
Belmont's Revenge
Nintendo

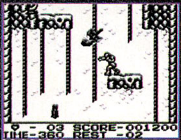
Castlevania 2: BELMONT'S REVENGE

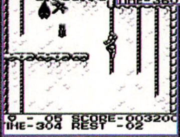

♥ - 06 SCORE-003800
TIME-461 REST -01

Horror never takes a vacation. In this second Castlevania title from Konami the action is even more intense. In addition to the traditional moves and weapons, Christopher Belmont brings new skills, such as rope-sliding, to his quest. The hunt takes him through four castles that have appeared mysteriously. The best innovation in Belmont's Revenge is the password save feature. If you like Castlevania games, this one is the password to fun.


♥ - 06 SCORE-000100
TIME-400 REST -02

This Belmont takes to the ropes like a chimp, climbing, sliding, jumping and attacking while all strung up.

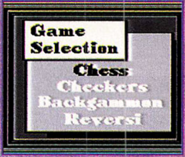

♥ - 03 SCORE-001200
TIME-360 REST -02


♥ - 05 SCORE-003200
TIME-304 REST -02

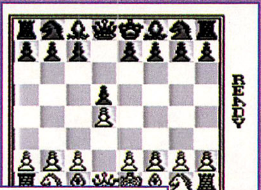
You'll have to master the fine art of leaping between ropes or vines, often while dodging enemy attacks.

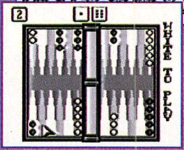
4-IN-1 FUNPAK
Interplay
Nintendo

4-IN-1 FUN PAK


Game Selection
Chess
Checkers
Backgammon
Reversi

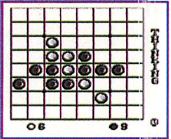
Interplay managed to pack four classic board games into this small Game Boy Pak. 4-IN-1 contains Chess, Checkers, Backgammon and Reversi. There may not be much action here, but the challenge is more than enough for anyone except a Grand Master. Two players can tangle on one Game Boy or link up and play on two. If you play solo, you can choose a skill level. During the game. You can get hints, too, and even take back moves. Every Game Boy library should include this winner.

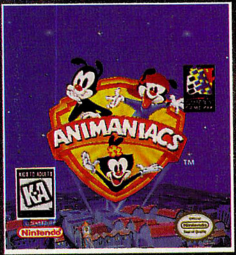



2
WHITE TO PLAY

Clear board layouts and pieces make the 4-IN-1 screens easy to understand.

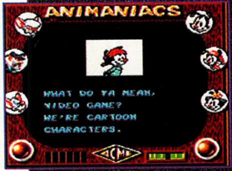
Reversi is a game of jumping and color change. You try to end up with color pieces of your own showing.


THINKING
06
09



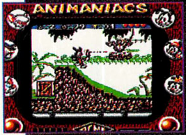
ANIMANIACS

The three Animaniacs first appeared on the Game Boy screen less than two years ago in one of the first Super Game Boy enhanced games. The action is fun, wacky and you make use of the talents of each of the three cats. Whacko has a hammer, Yacko a paddle, and Dot throws a kiss that makes enemies swoon. Pinkie and the Brain, who have since risen to fame, were plotting the overthrow of the cats even then. Konami's rerelease of Animaniacs should be good news for new fans.



WHAT DO YA MEAN,
VIDEO GAME?
WE'RE CARTOON
CHARACTERS.

ANIMANIACS
BUNGLE IN THE JUNGLE



On the Warner Bros. back lot, the Animaniacs get into different sets, then they get into trouble.

ANIMANIACS
REMEMBER THE A LA MODE

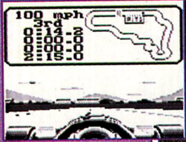
ANIMANIACS

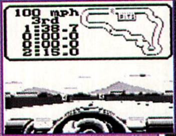
The variety doesn't stop with different movie sets, you also have plenty of moves to master. The game isn't overly challenging, so it's great for all ages.

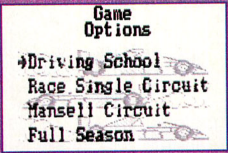
Nigel Mansell's World Championship RACING
LICENSED BY Nintendo
GAMETEK

NIGEL MANSELL'S World Championship Racing

Nigel Mansell, the legendary auto racer from Great Britain, puts his name and advice on the line in this Game Boy racing sim from GameTek. The game includes a Driving School, Single Race, Mansell Circuit and Full Tournament. In the Mansell Circuit, Nigel shows you how to attack each of the 16 international courses in the game. When you're ready, challenge the Full Tournament in races against other cars and on tracks that include everything from straightaways to spaghetti curves. If you want to do your racing on the road, this is the Game Boy title for you.



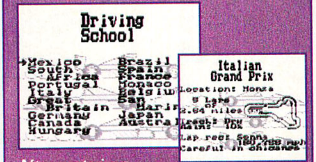




Game
Options

→Driving School
Race Single Circuit
Mansell Circuit
Full Season

In Driving School, you can choose between any of the grand prix courses. Nigel gives advice and arrows show you the way.



Driving
School

→Mexico
South
Africa
Portugal
Italy
Great
Britain
Germany
Canada
Hungary

Brazil
Spain
France
Monaco
Belgium
San
Marino
Japan
Australia

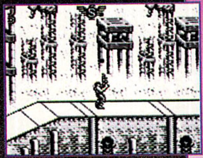
Italian
Grand Prix
Location: Monza
5 Laps of
2.84 miles
Track: Dry
Rain: 10%
Lap rec: Senna
[illegible] mph
Careful in chicanes

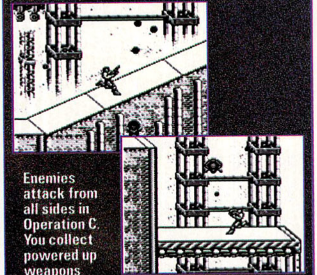
After mastering a course in Driving School, try it out in the Single Race mode to see how well you learned the track. This Pak is definitely driver-friendly. In addition to all the help, the play control is excellent.

GAME BOY
ULTRA
OPERATION C
Nintendo

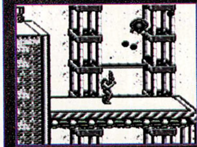
OPERATION C

Konami's classic Contra series made it to the small screen in 1991, and it made it in style. Although Operation C didn't do anything that the NES or Super NES games didn't, it preserved the guts-and-glory, non-stop shooting action of the more colorful games. In a sentence, Operation C is one, continuous scrolling nightmare of flying lead. You shoot and the alien enemies, who look more human than bug-eyed monsters, shoot back. Simple, but fun, fast action.





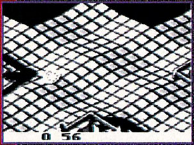
Enemies attack from all sides in Operation C. You collect powered up weapons from capsules as you go.



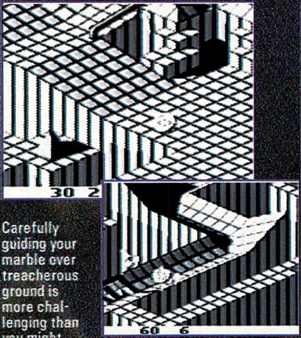
Not even the elevators are safe in this game. Some of the stages have vertical areas, but every area has danger both above and ahead of you.

MARBLE MADNESS
LICENSED BY
Nintendo

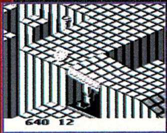
MARBLE MADNESS



Mindscape's Marble Madness will make its curtain call this year, as well. The Game Boy version of this action/puzzle game features a three-quarter view of the playing field and two control options for one or two players. The idea is to roll a marble through a series of dangerous stages filled with enemies and traps. Since almost anything can wind up destroying your marble, skill and patience are essential. The game is well-named as it can drive a sane player mad in no time flat.



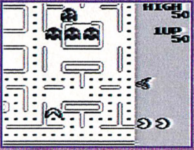
Carefully guiding your marble over treacherous ground is more challenging than you might think.



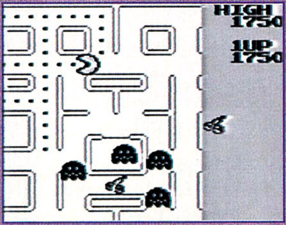
Danger lurks almost everywhere in Marble Madness. Patches of ground suddenly move, enemies track you down, and none of the edges have railings.

PAC-MAN
namco
Nintendo

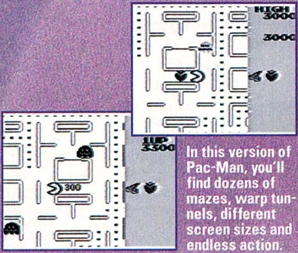
PAC-MAN



One of the most beloved games of all time is being reintroduced on Game Boy thanks to Namco. Pac-Man may date back to the early Eighties, but the frenzied play continues to fascinate and attract players of all ages. The game couldn't be much simpler. You race around a maze, gobbling up energy pellets and fruit before the enemy ghosts gobble you up. The two-player (Game Linked) action adds even more fun to the Pak.



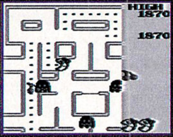
Losing the ghosts is the name of the game in Pac-Man, but you can never lose them for long.



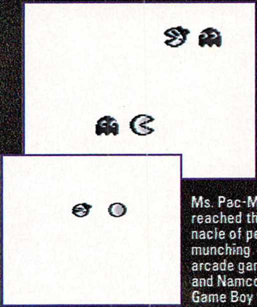
In this version of Pac-Man, you'll find dozens of mazes, warp tunnels, different screen sizes and endless action.

Ms. PAC-MAN
TM
Nintendo
namco

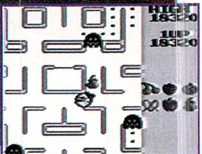
Ms. PAC-MAN



After Pac-Man there came Ms. Pac-Man. With a bow on her head and a gleam in her eye, this simple video game character became one of the hottest properties in the arcades. One or two players can enter the mazes in the Game Boy version, racing ahead of ghosts and dumping ghosts onto the other player's screen. The large, scrolling mazes are more of a challenge than Pac-Man and there's a Hard skill level to give players even more headaches.



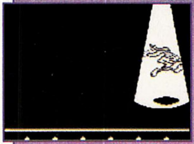
Ms. Pac-Man reached the pinnacle of pellet-munching arcade games and Namco's Game Boy version preserves all of the fun and insanity. Invisible mazes are just one of the tortures that lie ahead.



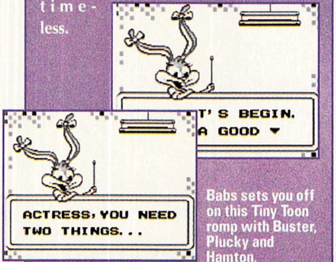
The large mazes in the arcade mode have tunnels that lead from one side to the other, helping Ms. Pac-Man escape.

KONAMI
GAME BOY
TINY TOON Adventures
BABS' BIG BREAK
Nintendo

Tiny Toon BABS' BIG BREAK



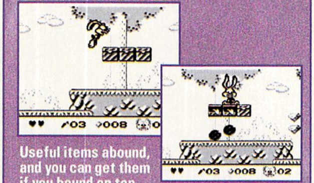
Konami went all out with its Tiny Toon license, both for the Super NES and Game Boy. Tiny Toon Adventures features Buster Bunny, Plucky Duck and Hamton in a platform action game with excellent play control and graphics. The best part about this adventure is that you can switch between the three action characters at any time. So if you have lots of bowling balls for Hamton, use him instead of the other two characters. You'll find bonus stages and short cuts as you track down Babs, who has set out for drama school. The theme may seem young for some, but the game play is timeless.



T' S BEGIN.
A GOOD ▼

ACTRESS, YOU NEED
TWO THINGS...

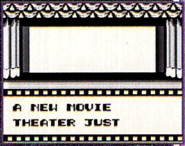
Babs sets you off on this Tiny Toon romp with Buster, Plucky and Hamton.



Useful items abound, and you can get them if you bound on top of these boxes and jump on them. Each character uses a different item against enemies.

KONAMI
TINY TOON Adventures 2
MONTANA'S MOVIE MADNESS
Nintendo

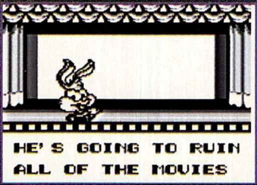
TINY TOON ADVENTURES 2



A NEW MOVIE
THEATER JUST

HEY, I'M
GOING TO SHOW

Montana's Movie Madness takes the Tiny Toon characters into the movies in this Game Boy classic from 1993. Montana Max is giving all of Acme Acres a bad name with his bad cinema, so Buster vows to stop him. Once in the movie, the action turns to standard platform hopping and bopping, but the variety of stages and some fun twists keep the game entertaining throughout. Not only that, but the game looks marvelous.



HE'S GOING TO RUIN
ALL OF THE MOVIES

Buster Bunny can't sit by and let Max ruin the movies. Like a true action hero, he jumps into the scene.

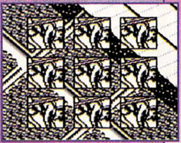
LIFE ♥♥♥ 5-02
TIME 488 7-02 00002

WELCOME TO WACKY
LAND, I'M GOGO

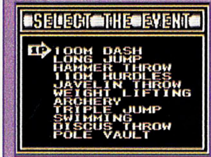
Tiny Toon Adventures 2 includes scenes from classic movie genres like Westerns. You find bonus areas, too, in which you can win fabulous prizes or nothing at all.

KONAMI
GAME BOY
TRACK & FIELD
Nintendo

TRACK & FIELD

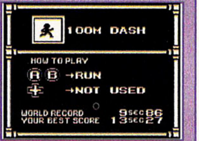


Our final small classic also comes from Konami. Track & Field from 1992 puts players in contention for a track and field medal in 11 events that include: 100 meter dash, long jump, hammer throw, 110 meter hurdles, javelin, weight lifting, archery, triple jump, swimming, discus throw, and pole vault. Excellent graphics and reasonably easy play control give this game the edge over most Game Boy sports titles. The one-player game is fun, but if you have two Game Paks, you can Game Link with another player and enter the VS. Competition.



SELECT THE EVENT

1P 100M DASH
LONG JUMP
HAMMER THROW
110M HURDLES
JAVELIN THROW
WEIGHT LIFTING
ARCHERY
TRIPLE JUMP
SWIMMING
DISCUS THROW
POLE VAULT



100M DASH

HOW TO PLAY
Ⓐ Ⓑ →RUN
✚ →NOT USED

WORLD RECORD 9SEC86
YOUR BEST SCORE 13SEC27

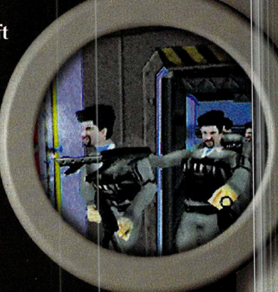
Many of the events have a speed or strength element that requires fast finger work.

WORLD RECORD →09SEC86
1P 11SEC33 CPU→11SEC32
60
70
SPEED

Two players or one player can challenge the field, hoping to bring home the gold.

PAK WATCH

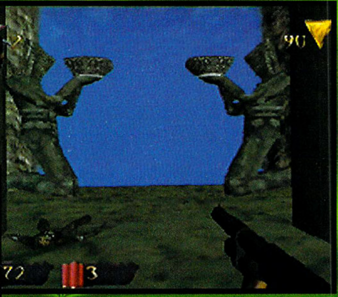
Pak Watch gets a face-lift this month, but the focus is still on the hottest news on future games. You won't want to miss any of our exclusive N64 shots of Goldeneye 007, Clayfighter 3, Turok, Mission Impossible, or the just completed St. Andrew's Old Course.

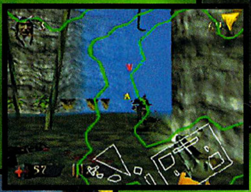


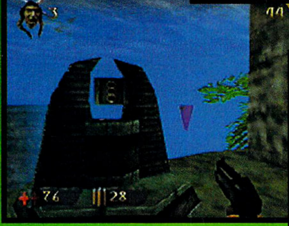
THE INSIDE SOURCE ON FUTURE GAMES

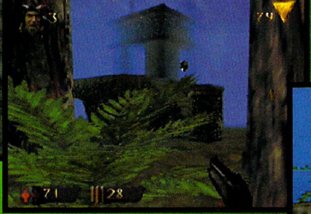
TUROK AND COMPANY

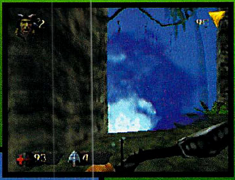
The latest version of Turok: Dinosaur Hunter, Acclaim's first N64 title, has your Pak Watchers clamoring for more. The design team at Iguana has made huge leaps and bounds since the last version we saw over a month ago, and that looked exceptional. The exclusive shots shown here reveal the attention to detail that is making Turok one of the most highly anticipated games for the N64. The game's producers at Acclaim also teased us with quick descriptions of unfinished stages where you will battle giant worms in a desert and huge mammoths in the ice age. As for the stages we've been playing, the game play revolves around finding keys that allow Turok passage from one dimensional location to another. Each stage or world is truly vast, but you have an overhead map display overlying the screen which is a wonderful aid to navigation. The animation of dinosaurs and aliens is astounding, and the entire world is rich in graphic details. Play control takes a little getting used to since the Control Stick is used for aiming and looking around while the C buttons are used for movement. (It took five to ten minutes before this arrangement felt natural.) In addition to finding the keys, Turok must equip himself with weapons, ammo, and various items such as power points (for earning 1-ups) and healing items. Many areas present you with a puzzle of sorts, raising the game above the level of a straight 3-D shooter. Add to this an excellent soundtrack and you'll feel as if you stumbled into the Lost World yourself.

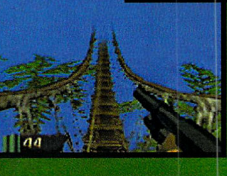








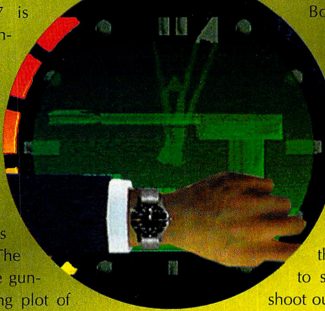


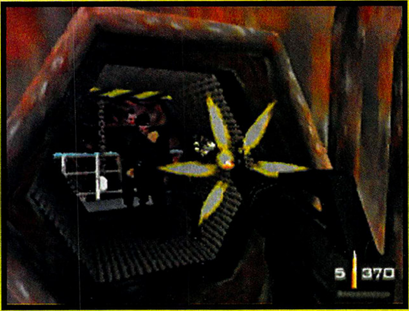


GOLDENEYE 007

EXCLUSIVE FIRST LOOK

Bond, James Bond, that is, will appear on the Nintendo 64 in March when Nintendo's Goldeneye 007 is released. We strongly recommend that you dry-clean your tux and brush up on your Baccarat skills, because this Bond will set the style for a long time to come. Those sophisticated Brits at Rare Ltd. have kept their progress hidden over the past several months, but with half the game in the bag, they sent us a rare gift--a playable game. Goldeneye does several things incredibly well. First, it radiates Bond. The theme music, the weapons, the intense gunplay, the danger, the world-endangering plot of master criminals, the gadgets--it's all here. In fact, for Bond fans, the only thing missing from this version was Moneypenny and Q. Following the opening titles, which are virtually identical to the introductions in the movies, the game launches into first-person, shooter action. Imagine Doom on Earth, but with incredibly realistic graphics and killer animation. The animation of characters is so good that you see where they get hit when you unload your Walther PPK or any of a huge assortment of other weapons. Shoot a guard in the leg and he staggers. Shoot him in the arm and he slumps. Shoot him in the butt and he hops. Admittedly, it's a bit violent, but that is part of the world Bond has always inhabited. He may have to shoot a bad guy, but he's saving the planet, right? At the same time, the baddies are shooting back and, frankly, they seem to have the edge. Guards lurk everywhere in this game, but you can maneuver through the rooms and corridors to escape them and to sneak up on them from behind. You can shoot out security cameras, but that might alert the guards to your location. The realism extends to the damage that is sustained by walls and doors when you shoot them. As bullets spark and ricochet past you, you'll see pock marks and chips appear in the walls. Bond's gadgets include a Dick Tracy-like watch with mission info and miniature limpet mines that you can attach to walls. Elements from other Bond movies appear, as well, like the golden gun from The Man With The Golden Gun. But the illusion is best served by the smooth action combined with the original Bond theme music. Even more so than in Shadows of the Empire, fans will be drawn into the cinematic experience. It seems that Goldeneye 007 will be a killer license with a license to kill.





news Source Extra

PUBLISHER – Nintendo of America

DEVELOPER – Rare Ltd.

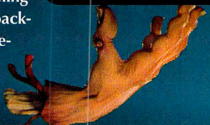
STAGES – 7 Missions with multiple areas

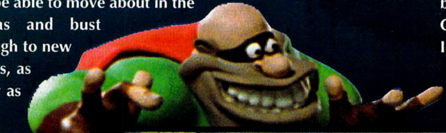
COOL STUFF – Literally hundreds of character animations, dozens of weapons, Bond theme music

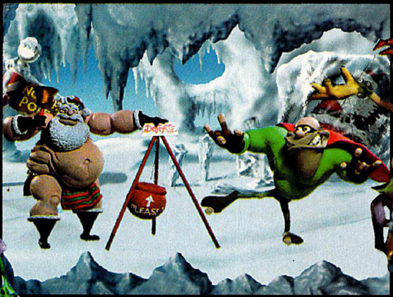
CLAY FIGHTER EXTREME

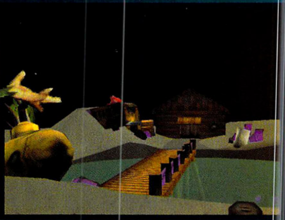
EXCLUSIVE FIRST LOOK

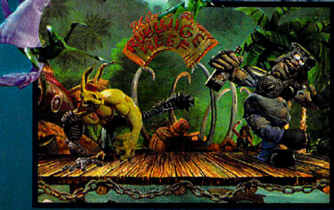
Jeremy Airey, the producer of Clay Fighter Extreme at Interplay, took some time recently to show us how the N64 title is progressing. Based on the two Super NES games that were spoofs of the fighting game genre, Clay Fighter Extreme will share several of the characters from Clay Fighters One and Two in addition to the same irreverent sense of humor. The spoofs will be recognized by diehard fighting fans. Characters use standard controller moves and combos similar to those in hit games such as Street Fighter II, Mortal Kombat and Killer Instinct, but the resulting move may have a twist. You could discover a 3,000 hit KI combo, for instance, or strange new MK "alities" when you pull off the right move. But the most innovative part of the N64 Clay Fighter will be its use of 3-D settings for the fights. Fighters will be able to move about in the arenas and bust through to new rooms, as many as four rooms within one arena. The characters, as you can see here, are prerendered sprites with a claymation-like appearance. Although these shots may look as if they were taken straight off the SGI, they were, in fact, running on the N64 with high-res backgrounds instead of the 3-D arenas. Icabod Clay, Blob and Mean Mr. Frosty return from the earlier games along with newcomers including Boogerman (who may be a hidden character), Bonker the clown, Lady Liberty, Hobo Cop, High Five, Lock Jaw and Sumo Santa to name a few. Interplay also sent us some under construction shots of their 3-D arenas. Jeremy told Pak Watch that he hopes to add a Jolting Pak component to the final game, which should be out by May.

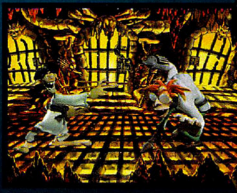


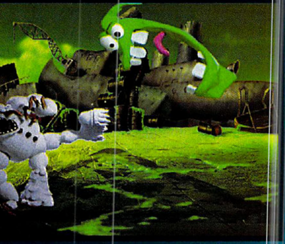


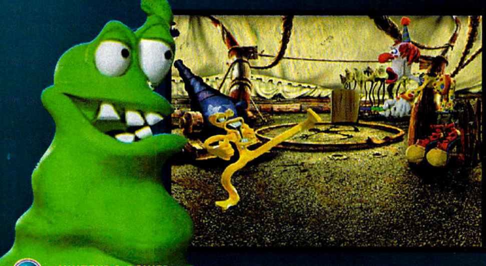










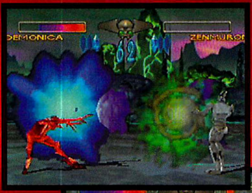


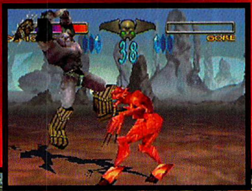
news Source Extra

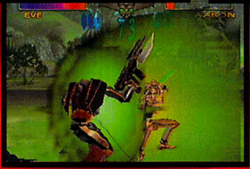
DEVELOPER – Interplay
MEMORY SIZE – 96 Megabits
FIGHTERS – 10 characters
(not including hidden characters)
ACCESSORIES – (May be Jolting Pak Compatible.)

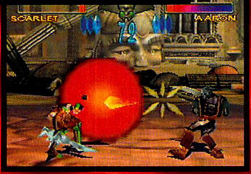
DARK RIFT

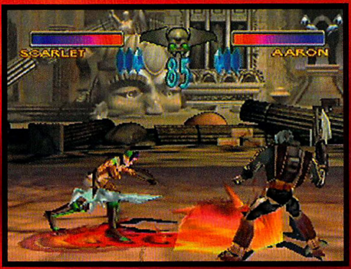
Last month we managed to grab some computer rendered images of the fighters in Vic Tokai's Dark Rift, but this month your Pak Watch team uncovered actual game play images from the development team at Kronos. The screen shots you see here were taken from a smart camera that rotates over the shoulders of the fighters and pans out to catch all the action. In other words, the camera takes note of the action and adjusts to give players the most dramatic view. Dark Rift also features surreal landscapes and brilliant explosions. Look for this futuristic fighting game to arrive on store shelves some time in the second or third quarter of 1997.





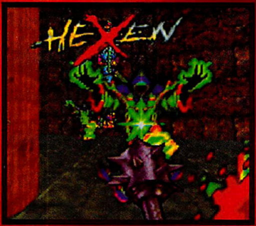


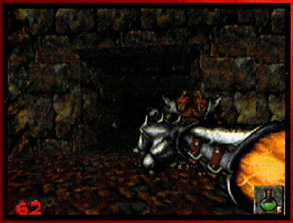


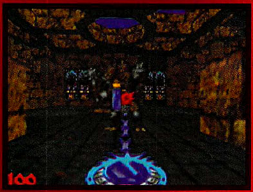


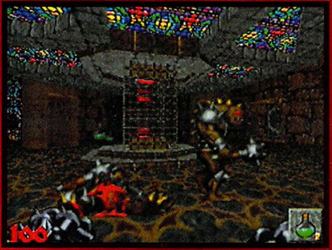
HEXEN

If you have a PC in your house, you've probably heard of Hexen, a 3-D action game featuring Doom-like play in a medieval, fantasy setting. GT Interactive, an upcoming publisher of PC and console games, will lead off its N64 library with Hexen. Other titles under consideration include Quake, Mr. Tank and Ultra Combat. Ultra Combat is known as Blade and Barrel in Japan and will be released by Kemco.) Both titles are undergoing development in Manchester, U.K. by Software Creations, the same people who are working on Creator, the N64 paint and music program. As for Hexen, we plunged into this magical dungeon world with only a spiked fist and a will to shatter stained glass. That's the trick in Hexen, you have to break a lot of windows to find stuff. What we found was a version that looks similar to, but better than the PC game, proof once more that the PC just can't compare to the N64 as an action game platform. We expect to see Hexen released by this summer.





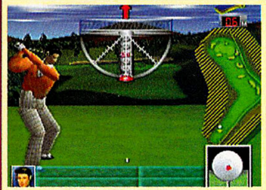


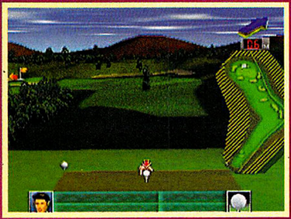


INSIDER UPDATE

TEE TIME

Tee it high and let it fly! Seta's St. Andrew's Old Course Golf will be the first N64 golf game released in Japan. For those of you who don't golf, the Royal and Ancient Golf Course at St. Andrew's is considered one of the shrines of the game. Golfers have chased little white balls across this wide swath of grass since the 16th Century. Seta's game effectively reproduces the feel of playing on the Old Course. The fairways and greens are broad and rolling, and a few nasty gusts of wind periodically roll in from the coast. While other golf games rely on a button activated swing gauge, Seta used the N64 control stick to measure the length of the back swing. Playing off the tee, you would pull back all the way on the Control Stick, but on the green, you might only nudge it slightly in front of the cup. This innovative development takes a few rounds to get used to--especially on the putting green--but the interface is fairly intuitive once you get the hang of it. Other features in the game include a grid for green contours and a rapid scrolling helicopter cam for previewing the next hole. The 3-D perspective gives players a better read of the undulating terrain than the flat surfaces seen in so many other video golf games. Currently, Seta is shopping this title around for a North American publisher, and one is sure to pop up on the leader board. Pak Watch will keep you up to date.



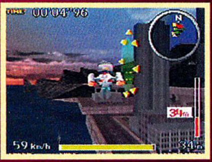


WCW

Wrestling titles for the N64 may be a growth industry this year. In addition to WWF and Hudson's wrestling game (currently in development in Japan), not to mention a Sumo wrestling game, T•HQ has started work on a WCW licensed game. Now that many of the biggest names in wrestling have jumped ship to join the WCW, it looks as if wrestling may get a breath of fresh air. The game will be developed by Studio E and should include full 3-D action. T•HQ hopes to release WCW in the fall.

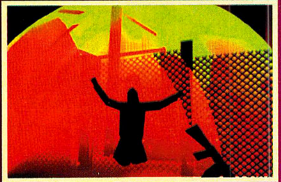
PARADIGM ENTERTAINS

Paradigm Simulations, which created Pilotwings 64 along with Nintendo, has announced the creation of a new division, Paradigm Entertainment, which will concentrate on the creation of video games and tools for the creation of video games. This is quite a jump for a company that, up until it began working with Nintendo, had a client list composed of NASA, the defense department and companies like Boeing and McDonnell Douglas. But as it turns out, programmers, like the rest of us, just want to have fun. And who can blame them. With some of the most sophisticated Silicon Graphics hardware at their fingertips and powerful development tools, Paradigm's programmers, designers and artists have one of the best electronic playgrounds in existence. Dave Gatchel, who was in charge of the Pilotwings 64 project at Paradigm, will serve as VP of the new division. For their first project, Paradigm is working with Video Systems, a Japanese publisher, to develop Sonic Wings Assault. At Shoshinkai, Sonic Wings Assault previewed via video tape. The game features U.S. and Soviet-era fighters, realistic 3-D environments and giant mechanical boss characters that are threatening to take over the world.



MISSION IMPOSSIBLE

Development of Mission Impossible for the N64 is heating up at Ocean of America's Silicon Valley development center where a team of seven programmers and seven artists continue putting in the long hours. Although Ocean had originally hoped to finish the game last fall, the project has proven to be more ambitious than they thought. "We're determined to create a game that isn't another Doom clone, " said Mark Rogers, the creative leader and producer of MI at Ocean. Quality first is the right way to go, we agree. These recent screen shots show some of the most realistic interior design and texture mapping we've seen. But Ocean has accepted a mission that goes beyond mere appearances. Disguised in this 3-D shooter will be an AI that tests you at every step. The computer



characters react and interact according to your actions and appearance. For instance, if you pull out a gun in a crowded room, guards will try to stop you while other characters might try to flee. This is an important feature when you're wearing masks and disguises, since you're expected to behave according to the role the other characters expect from you. "If you're disguised as a guard and try to leave a building, you're going to draw attention and be stopped because you're expected to be at your post," Rogers explained. Ocean's programmers are also working to develop display technologies that have never been utilized on any other game system, including a motion capture technique that can be applied to characters in real time. "We're trying to make the most of what the N64 has to offer," says Mark. At this point, Mark and his team are shooting at a spring release for Mission Impossible.

MORE N64 NEWS

Who would have thought that 3DO would one day be making games for Nintendo 64? When Trip Hawkins' upstart company was marketing its own 32-bit technology, that didn't seem very likely. But in recent days, the visionary leader of 3DO (and founder of Electronic Arts) has been talking about the wide gap between 64-bit systems and 32-bit systems, predicting that 32-bit game consoles would flounder against the superior power of 64-bit systems, of which there is only one at this time. Maybe that explains why 3DO has begun work on Battle Sport II for the N64.

Titus has several irons in the N64 fire, but the first one to be released will probably be Lamborghini 64 a racing game that features real sports cars and 3-D tracks. Reports out of the French publisher's U.S. office confirms that Lamborghini 64 is about 50% done at this time and is scheduled for a second quarter release date. We hope to have some shots for you very soon, but the developers are hording the pics. The second title most likely will be based on Titus's PC game, Crazy Cars, and the word is that there will be a third game farther down the road.

In other N64 news, Westwood Studios has received N64 development systems and will begin work on Command & Conquer for Virgin Interactive. At Virgin, the Freak Boy N64 project ran into trouble last year, but a new producer hopes to set things straight and development is proceeding on the game. Playmates will begin work on an N64 title featuring the Jungle Bots property and Interplay will develop Realms of Valor and Actua Golf. In addition to Mission Impossible, Ocean is looking for more N64 games to publish, possibly including a dragon battling game called Ascension. Finally this month, TecMagik has begun work on two titles, Deadly Honor and Rotor Gunners.

RELEASE FORECAST

N64

BLAST CORPS	WINTER '97
DARK RIFT	SPRING '97
FIFA SOCCER 64	WINTER '97
HEXEN	SUMMER '97
LAMBORGHINI 64	SUMMER '97
STAR FOX 64	SPRING '97
MARIO KART 64	WINTER '97
MISSION IMPOSSIBLE	SPRING '97
ROBOTECH: CRYSTAL DREAM	SPRING '97
TUROK: DINOSAUR HUNTER	WINTER '97
WCW	FALL '97

Super NES

HARVEST MOON	WINTER '97
LEGEND OF ZELDA: A LINK TO THE PAST*	WINTER '97
SUPER EMPIRE STRIKES BACK	WINTER '97
SUPER RETURN OF THE JEDI	WINTER '97
TIMON & POOMBA	SPRING '97
TOP GEAR 3000*	WINTER '97

*Rerelease

Game BOY

HERCULES	SPRING '97
THE HUNCHBACK OF NOTRE DAME	WINTER '97
KING OF FIGHTERS	WINTER '97
MOLE MANIA	WINTER '97

Coming Next issue

Vol. 93 February 1997

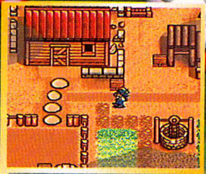
MARIO KART 64™

LAP 2/3
TIME 01'32"
Nintendo
1st

Power's screamin' 10-page coverage of tips and strategies for the 64-bit version of Mario Kart will help you get on the inside track. You won't want to miss this koopa-tossin', banana peel-droppin' wild ride!

Goldeneye 007

Pure Bond—that's what Rare, Ltd. aimed for when they designed Goldeneye 007 for the N64. Our six-page exclusive will have you aiming your sights on this killer game.



Harvest Moon

Animal Farm? Yeah, kind of. Our Epic Center editor is back with the goods on Harvest Moon, a Japanese farm sim that requires your brain power to manage crops and cattle, raise a family, and amass a heap of Happiness Points. Like most sims, it's harder than it seems!

Be there when Power delivers the wrap up of the *Star Wars: Shadows of the Empire* comics.

Super NES

1. Addams Family Values
2. The Adventures of Batman & Robin
3. Aerobiz Supersonic
4. AAAHH!!!! Real Monsters
5. Animaniacs
6. Arcade's Greatest Hits
7. Ardy Lightfoot
8. Bass Master II
9. Bass Masters Classic
10. Bass Masters Classic Pro Edition
11. Bassin's Black Bass with Hank Parker
12. Batman Forever
13. Boogerman
14. The Brainies
15. Breath of Fire II
16. Brunswick's World Tournament of Champions
17. Bust A Move
18. Castlevania Dracula X
19. Casper
20. Chrono Trigger
21. Civilization
22. College Football USA '97
23. College Slam
24. Cutthroat Island
25. Demolition Man
26. Demon's Crest
27. Dirt Trax FX
28. Disney's Aladdin
29. Disney's Pinocchio
30. Donkey Kong Country
31. Donkey Kong Country 2
32. Donkey Kong Country 3
33. Doom
34. Dragon View
35. EarthBound
36. Earthworm Jim
37. Earthworm Jim 2
38. Emmitt Smith Football
39. FIFA International Soccer '96
40. FIFA International Soccer '97
41. Final Fantasy II
42. Final Fantasy III
43. Final Fight 3
44. Frank Thomas Big Hurt Baseball
45. Frantic Flea
46. Gearheads
47. Harvest Moon
48. Illusion of Gaia
49. Incantation
50. Indiana Jones' Greatest Adventures
51. Judge Dredd
52. Jungle Strike
53. Jurassic Park 2
54. Ken Griffey Jr. Presents: MLB
55. Ken Griffey Jr.'s Winning Run
56. Killer Instinct
57. King Arthur & the Knights of Justice
58. Kirby's Dream Course
59. Kirby Super Star
60. The Legend of Zelda: A Link to the Past
61. Lemmings 2
62. Lobo
63. Looney Tunes B-ball
64. The Lost Vikings
65. The Lost Vikings II
66. Lufia II
67. Madden NFL '96
68. Madden NFL '97
69. Magic Boy
70. Mario Paint
71. Marvel Super Heroes in War of the Gems
72. The Mask
73. Maui Mallard in Cold Shadow
74. Mechwarrior 3050
75. Mega Man X
76. Mega Man X2
77. Mega Man X3
78. Mega Man 7
79. Might & Magic III: Isles of Terra
80. Mighty Morphin Power Rangers: The Movie
81. Mohawk & Headphone Jack
82. Mortal Kombat II
83. Mortal Kombat 3
84. Mr. Do!
85. Ms. Pac-Man
86. Mutant Chronicles: Doom Troopers
87. NBA Give 'n' Go
88. NBA Hang Time
89. NBA Jam
90. NBA Jam Tournament Edition
91. NBA Live '96
92. NBA Live '97
93. NFL Quarterback Club '96
94. NHL '96
95. NHL '97
96. Ninja Gaiden Trilogy
97. Ogre Battle
98. Olympic Summer Games
99. Oscar
100. PGA European Tour
101. Power Piggs of the Dark Age
102. Power Rangers Zeo: Battle Racers
103. Prehistorik Man
104. Primal Rage
105. Prince of Persia 2
106. P.T.O. II
107. Realm
108. Revolution X
109. Road Rash
110. RoboTrek
111. Romance of the Three Kingdoms IV
112. Samurai Shodown
113. Scooby Doo Mystery
114. Secret of Evermore
115. Secret of Mana
116. SimCity
117. SimCity 2000
118. Spawn
119. Star Trek: Deep Space Nine
120. Star Trek: Star Fleet Academy
121. Star Fox
122. Street Fighter Alpha 2
123. Street Fighter II Turbo
124. Stunt Race FX
125. Super Bomberman 2
126. Super Mario All-Stars
127. Super Mario Kart
128. Super Mario RPG
129. Super Mario World 2: Yoshi's Island
130. Super Metroid
131. Super Punch-Out!!
132. Super Star Wars
133. Super Street Fighter II
134. Swat Kats
135. Tecmo Secret of the Stars
136. Tecmo Super Bowl III: Final Edition
137. Tetris & Dr. Mario
138. Tetris Attack
139. Top Gear 3000
140. Toy Story
141. True Lies
142. Ultimate Mortal Kombat 3
143. Uncharted Waters New Horizons
144. Uniracers
145. Urban Strike
146. War 3010: The Revolution
147. Wario's Woods
148. WeaponLord
149. Whizz
150. Winter Gold
151. WWF Raw
152. WWF Wrestlemania: The Arcade Game
153. X-Men: Mutant Apocalypse
154. Zoop

Game Boy

155. Aladdin
156. Alien Games
157. Animaniacs
158. Asteroids/Missile Command
159. Battle Arena Toshinden
160. Battle Zone/Super Breakout
161. Blues Bros. Jukebox
162. The Bugs Bunny Crazy Castle 2
163. Casino Funpak
164. Castlevania Adventure
165. Centipede/Millipede
166. College Slam
167. Contra: The Alien Wars
168. Cutthroat Island
169. Defender/Joust
170. Desert Strike
171. Disney's Pinocchio
172. Donkey Kong Land
173. Donkey Kong Land 2: Diddy's Kong Quest
174. Donkey Kong '94
175. Dr. Mario
176. DragonHeart
177. Earthworm Jim
178. Earthworm Jim 2
179. FIFA Soccer '96
180. FIFA Soccer '97
181. 4-in-1 Fun Pak
182. Frank Thomas Big Hurt Baseball
183. Galaga/Galaxian
184. Hercules
185. Hunchback of Notre Dame
186. Iron Man X-O Manowar In Heavy Metal
187. Jeopardy! Teen Tournament
188. Jeopardy! Platinum Edition
189. Jungle Strike
190. Jurassic Park 2
191. Killer Instinct
192. King of Fighters '95
193. Kirby's Block Ball
194. Kirby's Dream Land
195. Kirby's Dream Land 2
196. Kirby's Pinball Land
197. Lamborghini American Challenge
198. The Legend of Zelda: Link's Awakening
199. The Lion King
200. Madden '96
201. Marble Madness
202. Mario's Picross
203. Mega Man
204. Mega Man V
205. Metroid II: Return of Samus
206. Mole Mania
207. Monster Max
208. Mortal Kombat II
209. Mortal Kombat 3
210. NBA Jam
211. NBA Jam Tournament Edition
212. NBA Live '96
213. NHL '96
214. Nigel Mansell's World Championship
215. Olympic Summer Games
216. Operation C
217. Pac-Man
218. PGA Tour Invitational
219. Pocahontas
220. Prehistorik Man
221. Primal Rage
222. Samurai Shodown
223. Space Invaders
224. Star Trek: Generations
225. Street Fighter II
226. Street Racer
227. Super Mario Land
228. Super Mario Land 2: 6 Golden Coins
229. Super Return of the Jedi
230. Sword of Hope II
231. Tazmania 2
232. Tetris
233. Tetris Attack
234. Tetris Blast
235. Tetris 2
236. Timon & Poomba
237. Tiny Toon Adventures 2
238. Titus the Fox
239. Toy Story
240. Urban Strike
241. Vegas Stakes
242. Wario Blast
243. Wario Land: Super Mario Land
244. WWF Raw
245. Zoop

Nintendo 64

246. Blast Corps
247. Body Harvest
248. Bomberman 64
249. Buggie Boogie
250. Creator
251. Cruis'n USA
252. Dark Rift
253. Descent
254. Doom
255. Earthbound 64 (Mother 3)
256. FIFA Soccer
257. F-Zero 64
258. Goldeneye 007
259. Hexen
260. J. League Perfect Striker
261. Ken Griffey Jr. Baseball
262. Killer Instinct Gold
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Volume 73 (Jun. '95): WeaponLord, EarthBound, Star Trek: Deep Space Nine, Dirt Trax FX, Super Turrican 2, Prehistorik Man, Jungle Strike, Rise of the Phoenix, Super NES Killer Instinct Sneak Preview, Virtual Boy, Life Fitness, N64 revealed.

Volume 74 (Jul. '95): Donkey Kong Land, Judge Dredd, Nosferatu, Jungle Strike, Animaniacs (GB), Power Instinct, S.W.A.T. Kats, Power Rangers-The Movie, World Heroes 2 Jet, E3 Report, ACM Programming, Sports Scene, RPGs in Japan.

Volume 75 (Aug. '95): Virtual Boy Special, Mario's Tennis, Galactic Pinball, Teleroboxer, Mario Clash, Super Mario World 2: Yoshi's Island, Street Fighter II (GB), Phantom 2040, Ninja Gaiden Trilogy, Judge Dredd, Arcade Classics, Earthworm Jim (GB), Chrono Trigger, Secret of the Stars, Digipen Game Programming College.

Volume 76 (Sep. '95): Killer Instinct, Doom, Red Alarm, VB Golf, Castlevania: Dracula X, The Mask, Dragon: The Bruce Lee Story, Galaga/Galaxian, Donkey Kong Land 2, The Syndicate, Chrono Trigger, Romance of the Three Kingdoms IV, H. Lincoln & M. Arakawa profile.

Volume 77 (Oct. '95): Super Mario World 2: Yoshi's Island, Batman Forever, Primal Rage, AAAHH!!! Real Monsters, Mega Man 7, Vertical Force, Panic Bomber, Aladdin (GB), Civilization, Secret of Evermore, Super Mario RPG preview, Sports Scene.

Volume 78 (Nov. '95): Mortal Kombat 3, Spiderman and Venom: Separation Anxiety, Big Sky Trooper, Boogerman, Zoop, Waterworld (VB), Virtual League Baseball, Killer Instinct (GB), Super Return of the Jedi, Defender/Joust, Wizard's Realm, Secret of Evermore, NES Anniversary Celebration, Sports Scene.

Volume 79 (Dec. '95): Donkey Kong Country 2: Diddy's Kong Quest, Wario Land (VB), Waterworld, Sports Scene, WWF WrestleMania: The Arcade Game, Vegas Stakes (GB), Mortal Kombat 3 (GB), Mechwarrior 3050, Urban Strike, Shoshinkai Preview, Secret of Evermore, P.T.O. II.

Volume 80 (Jan. '96): Earthworm Jim 2, Shoshinkai Trade Show Special, Revolution X, Doomtroopers: Mutant Chronicles, Breath of Fire II, Secret of Evermore, Scooby Doo, PGA Tour '96, Final Fight 3, Jack Bros. (VB), Tetris Blast, The Getaway, Frank Thomas Big Hurt Baseball (GB).

Volume 81 (Feb. '96): Killer Instinct 2: Exclusive Arcade Coverage, Mega Man X3, Mech Warrior 3050, Toy Story, Syndicate, Nester's Funky Bowling, Donkey Kong Country 2, Prehistorik Man, Ardy Lightfoot, Sink or Swim, Sports Scene, Breath of Fire II, Dragon Quest VI.

Volume 82 (Mar. '96): Super Mario RPG, College Slam, 3-D Tetris (VB), Frantic Flea, Cutthroat Island, Super Mario Kart, NHL '96 (GB) The Smurfs (GB), Digipen Feature, Ken Griffey On-line, Yoshi's Island, Tales of Phantasia, Nintendo Power Awards Nominees.

Volume 83 (Apr. '96): Shadows of the Empire, Power Pigs, KI 2 Arcade Special, Smurfs, Kirby's Block Ball, Earthworm Jim 2 Codes, Super Mario RPG, Tactics Ogre, Pocahontas, College Slam, The Legend of Zelda-A Link to the Past.

Volume 84 (May '96): Ken Griffey Jr.'s Winning Run, Mohawk & Headphone Jack part one, Lobo, Olympic Summer Games (GB), Super Mario All-Stars, The Making of Mission: Impossible, NP Award Winners, Blood of the Chozo, College Slam Codes, Cyberjocks, Super Mario RPG, Lufia II: Rise of the Sinistrals part one.

Volume 85 (Jun. '96): 31-Page N64 exclusive game preview, Olympic Summer Games, Ken Griffey Jr.'s Winning Run trading strategies, Mohawk & Headphone Jack part two, Toy Story (GB) Dragonheart, Sword of Hope II, Lufia II: Rise of the Sinistrals part two.

Volume 86 (Jul. '96): E3 Report, PilotWings 64, Mortal Kombat Trilogy, BASS Masters Classic Pro Edition, Super Mario RPG Challenge, Beat the Boss part one, Iron Man/X-O Manowar In Heavy Metal, Brainies, Kirby Super Star, Tetris Attack, Water World, Dragon Hopper, Eye of the Beholder, Star Ocean, Sword of Hope II part two.

Volume 87 (Aug. '96): Tetris Attack, Oscar, Kirby Super Star part one, Mario 64, FIFA Soccer '97, Urban Strike, Wayne Gretzky's 3-D Hockey, Beat the Boss part two, Game Boy Pocket, Power Rangers ZEO: Battle Racers, Zero Racers, Donkey Kong Land 2, Marvel Super Heroes: War of the Gems, Mole Mania, Fire Emblem, NES Epics.

Volume 88 (Sep. '96): Super Mario 64, PilotWings 64, Realm, Kirby Super Star, part two, Donkey Kong Land 2: Diddy's Kong Quest, Pinocchio, N64 Launch, Cruis'n USA Update, Turok: Dinosaur Hunter, Donkey Kong Country 3: Dixie Kong's Double Trouble, Prince of Persia 2, Maui Mallard, SimCity, War 3010: The Revolution.

Volume 89 (Oct. '96): Ultimate Mortal Kombat 3, Shadows of the Empire comic, Donkey Kong Country 3: Dixie Kong's Double Trouble, Street Fighter Alpha, Ms. Pac Man, Hyrulean Adventure, Super Mario RPG, Interview with Sergeru Miyamoto, Tetris Attack (GB), Battlezone/Super Breakout.

Volume 90 (Nov. '96): Donkey Kong Country 3: Dixie's Double Trouble, Wave Race 64, Blast Corps, Shadows of the Empire comic, Star Wars, Super Mario 64, Sim City 2000, Maui Mallard, KI Card Game, Arcades Greatest Hits, Toshinden (GB), Lufia II.

Volume 91 (Dec. '96): Killer Instinct Gold, Wayne Gretzky's 3D Hockey, NBA Hangtime, Donkey Kong Country 3: Dixie Kong's Double Trouble Part 2, Ultimate Mortal Kombat 3, Marvel Super Heroes: War of the Gems, Taz-Mania 2, Jeopardy, Star Wars: Shadows of the Empire, Wave Race 64 strategies.

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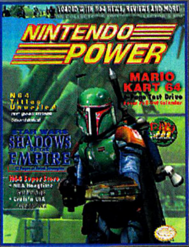

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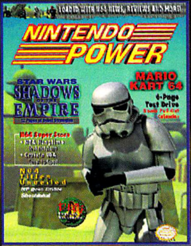

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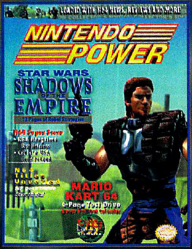
Boba Fett, renowned bounty hunter and guardian of Han Solo's frozen carbonite body, is only one of the many dangers that Dash Rendar must confront in Shadows of the Empire.

40%

Freeze! Nothing can ruin your day like an Imperial Storm Trooper pointing a fully-charged blaster in your face. Storm Troopers are found in most of the stages in Shadows of the Empire.



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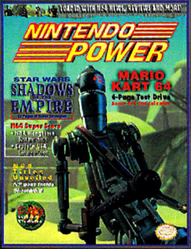

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Rogue trader Dash Rendar is the only good guy featured on the four covers of the January issue of Nintendo Power. He's the main character and star of Shadows of the Empire for the N64.

10%

The sharp-shooting IG-88 is the rarest of the four covers for the January bonus issue. If you have this hot cover in your hands, you're not only lucky, you're a Nintendo Power Subscriber!

As part of the January bonus issue, four different Nintendo Power Covers were created for Volume 92. The IG-88 cover is the rarest of the four, comprising only 10% of the total covers printed. The IG-88 covers were randomly shipped to lucky Nintendo Power subscribers. The cover art for all four Nintendo Power covers was created by Jon Knowles, Ron Lussier and Bill Stoneham, Senior Artists at LucasArts Entertainment. The desert city background was provided by Lucasfilm and LucasArts.

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believe in the path of least limits
live the game
do not compromise
PILOTWINGS 64
change the system
RESET
POWER
NINTENDO64
Cruis'n USA
experience true freedom
64
don't be told how to view the world

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